



DIPLOMACY WORLD



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19 Jan 1989

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#54 SPRING 1989



/2/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subs in North America are US\$15.00 per year (4 issues), including first class postage. Single copy price is US\$4.00, postpaid. Overseas subs are US\$20.00 by surface mail US\$40.00 by airmail. All prices are in US\$ and exclusive of any bank or currency charge. Make checks payable to DIPLOMACY WORLD or IDS and mail to DIPLOMACY WORLD, Box 84 San Diego, CA 92102, USA. Allow 6-10 weeks for delivery of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by telephone during the early afternoon or on weekends. No phone calls before 1000, local time, please. Effective 1 May, 1989 our telephone number will be 619-582-2904.

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Subscriptions received by the 10th of the month of issue (January, May, August and November) begin with the current issue, if still available. Others begin with the following issue. Selected back issues, and other Diplomacy publications, are available. Ask for a copy of our Book and Gift Holiday Catalog.

DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. It is dedicated to the goals of covering the entire spectrum of hobby affairs and to print the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

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Please check the address label on the envelope carefully. If there is a 54 on it your DW expires with this issue. It is time to renew NOW, so please don't wait or you may forget.

FRONT COVER: We are, indeed, everywhere --- something we all too often forget. As DW's publisher and Avalon Hill's contact to the hobby I get a lot of inquiries about the game and hobby from all over. In fact, in the last year (which is as long as I've kept track) I've gotten inquiries from well over 20 countries on all five continents. Still, as our front cover shows, Diplomacy turns up in some pretty strange places. Edward reports they have a solid core of five players in Nuku'alofa, Tonga and are desperately looking for 2 more for FTF games. So if you happen to be in the area why don't you drop by?

THE DEADLINE FOR ISSUE 55 is 1 July, 1989. BE SURE TO CHECK YOUR MAILING LABEL TO SEE IF YOUR SUB EXPIRES WITH THIS ISSUE.

TABLE OF CONTENTS

- 3...Introduction
- 4...A Letter From the Publisher
- 5...DIPCON XXI Report (P.J. Gaughan)
- 11...The Cons of 1989 (Larry Peery)
- 16...DIPCON XXII Report (Larry Peery)
- 20...How to Score! (Larry Peery)
- 21...Living Chess Game (Louis Inturrisi)
- 22...DW Int'l. Demo Game Ends
- 23...Hoosier Archives Demo Game
- 24...And the Winner Was (Michael Lowery)
- 26...1989 Marco Poll (P.J. Gaughan)
- 27...Cline 9-Man VI (DIPSOMANIA)
- 32...World War One: Another Link Is Broken
Passing of the Empress Zita
(Michael Maston)
- 37...Three Selected Topics In Power Politics
(Allan B. Calhamer)
- 43...The Ultimate in Diplomacy Gaming:
Electronic Mail (Steve Smith)
- 45...The 1989 Runestone Poll
- 46...The English-German-Russian Alliance:
For Russia (Mark Berch)
- 48...Seven Switches (Mark Berch)
- 51...My Big Win Saturday Night (J. Eric
Brosius)
- 52...Russia: The Northern Question
(David Hood)
- 54...Diplomacy Alliance Against Heart
Disease
- 55...People's Diplomacy Organization Relief
Auction 1989

INTRODUCTION

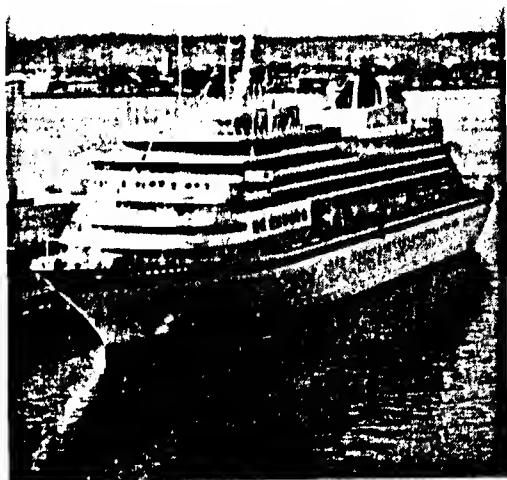
Well, I suppose it was inevitable. I have finally put out a late issue of DW. It is strange because this issue was done weeks ago but I kept delaying it, hoping to get the report on last year's DIPCON so I could include it in this issue. It is. And then all hell broke loose in late April when I finally got the OK to move into my new place. I had planned the move for late July, but all of a sudden things began to happen. During a span of four days we moved something close to 25 tons of stuff --- enough to fill two tractor trailer trucks. One load consisted of just boards, bricks, bookcases, and Diplomacy junk.

Although I'm moved I'm still a long way from being unpacked and there is still a lot of work to do on the new place before DIPCON. One consequence of all this has been an even slower rate than usual in responding to the mail. But don't worry, I see Robert Sacks is more than making up for my silence. The first and second DIPCON mailings will be out with this issue for those of you interested. A few high lights are mentioned elsewhere in this issue. Naturally I hope you'll all be here this July. Failing that I should see some of you at DIXIECON later this month since I will be attending that event.

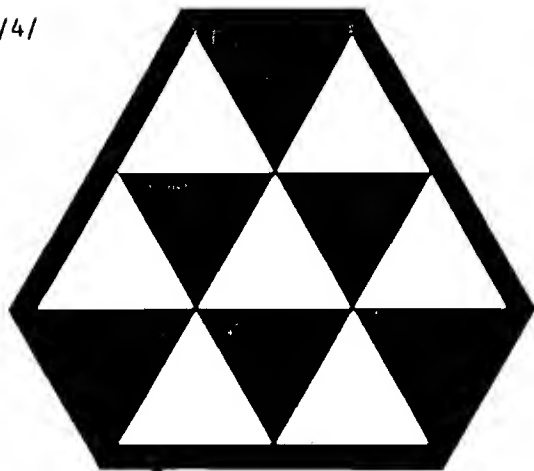
This issue contains a brief over-view of this summer's cons, as well as the report on last year's DIPCON. We look back at the life of Empress Zita, the last major figure of World War I. There's all the usual stuff about the game and hobby and I've included what I believe to be the best Diplomacy variant ever designed and one that has been a favorite with players over the years. Can it really be 22 years since Bob Kline designed that game?

A 1989 Runestone Poll form is enclosed and although the hobby's know it alls have already decided that DIPLOMACY WORLD will not do as well this year as in recent years, I still hope you'll take a few minutes to recognize our best publications. I've also enclosed a copy of this year's Awards ballot and I hope you'll return that to me. The recipients will be announced at DIPCON. Also note the requests for help from the PDORA and the latest Diplomacy fund raising effort on behalf of heart disease. Personally I would have picked mental health as being more deserving of our help.

Enjoy DIPLOMACY WORLD!



ongamese delegation arrives for DIPCON XXII



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LAWRENCE WM. PEERY, Director

A LETTER FROM THE PUBLISHER

DIPLOMACY WORLD has a new home which, ironically, is just a few blocks from where my own Diplomacy magazine, XENOGOGIC, was founded back in 1967 and near the site of DIPCON IV held in San Diego years ago. In those days there was no such thing as DIPLOMACY WORLD, my Archives filled only a single box, and the number of completed postal Diplomacy games could be counted on one hand, with fingers to spare.

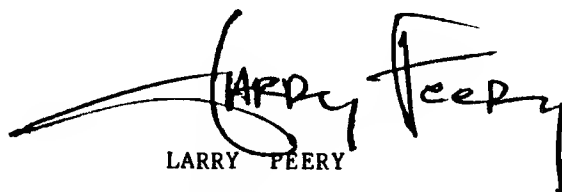
This time things were a bit different. The total number of boxes of Diplomacy related materials was well over a hundred. There were 20 bookcases just to hold the Archives and DIPLOMACY WORLD material. Hopefully, in time, this vast collection of material will be available for use by the hobby. But that's going to take many hours of sorting and cataloging to get the material into useable shape.

Our new home includes an office devoted just to Diplomacy affairs, a separate computer and radio room for that equipment, and a large draughty, old garage just for the Archives until the new addition is built. Hopefully the added space will increase our efficiency,

If you attend DIPCON XXII here in San Diego this July 28-30, you'll have a chance to see our new home for yourself since some of the events will be held here, depending on the Con turnout. Our new address, by the way, is 6103 Malcolm Dr., San Diego, CA 92115. That is near the intersection of College Ave. and University Ave., a couple of miles south of San Diego State University. Our new telephone number is 619-582-2904 and from now through the Con I can be reached most anytime, but be sure to let it ring because if I'm outside it's a long way to the phone. And, as icing on the cake, we also have a new post office box which is 3 times the size of the old one. The new number is Box 8399, San Diego, CA 92102. Same post office, just a new box.

The last four years have been eventful ones for both DIPLOMACY WORLD and me personally. Fortunately things seem to have worked out well and although much remains to be done I feel that the end of the tunnel is just around the next bend. After that, who knows?

One thing I do promise you is that DIPLOMACY WORLD will continue to serve as the hobby's flagship publication.


LARRY PEERY



ALAMO - SAN ANTONIO

DIPCON XXI

JULY 1-4, 1988

SCHEDULE OF EVENTS

Sunday, July 1, 1988

- 6PM Variant Tournament (M.A.D. Diplomacy)
- 9PM Empire Builder (Round I)

Monday, July 2, 1988

- 6AM Diplomacy
- 8AM Titan (Round I)
- 10AM Diplomacy
- 12PM Diplomacy
- 6PM Diplomacy
- 9PM Empire Builder (Final Round)
- 10PM Diplomacy

Tuesday, July 3, 1988

- 2AM Diplomacy
- 10AM DipCon Society Meeting
(To choose the 1989 site and Administrative Comm)
- 11AM Titan (Final Round)
- 12PM Diplomacy
- 4PM Diplomacy
- 8PM Diplomacy (Last Round)

Wednesday, July 4, 1988

- 9AM Awards Breakfast

Hosts:

- Diplomacy: Stephen Wilcox
- Titan: Greg Ellis
- Empire Builder and Variant: Pete Gaughan

Here's the final report on last year's DIPCON XXI, as prepared by Pete Gaughan (A copy of the complete report is available from him for \$2.00 at 3105 East Park Row, #132, Arlington, TX, 76010).

Included in this shortened version is the DIPCON XXI Scoring System, a list of awards presented at the Con, the final Diplomacy Tournament Standings, a copy of the current DIPCON Society Charter, and a few of the fotos that P.J. took at the Con. For more fotos and all the write-ups on the Con you'll have to check out the souvenir booklet. I wonder how much Danny Sellers bribed P.J. not to publish his picture?

Since I was the only person fortunate enough to be able to attend both DIPCON XXI and WORLD DIPCON I last summer I suppose I might say a word or two about both events. First, they were about as different as two Diplomacy-oriented events could be. DIPCON was small and informal. WORLD DIPCON was quite large and very well organized. And yet the two things they shared, Diplomacy and fun, made the adjustment of adapting to both very easy. I hope others will have a chance to do this year what I did last year.

Those interested in bidding to host next year's DIPCON should carefully read the DIPCON Society Charter since it details the procedures for the bidding process and selection method. Anyone interested in bidding for the WORLD DIPCON event to be held in 1990 in North America should submit a similar bid.

And now let's look at what's ahead this year...

COMMENTS ON DW 53

Reaction to our special World War I issue was very favorable. So favorable in fact that I must report that for the fifth time an issue of DW sold out on publication. One person even suggested we try something similar with WWII. Ready for that?

DIPCON XII

SCORING SYSTEM

To qualify for the awards, players must play two or more games. Any player playing in three or more games will have their worst result dropped. Games may end in a quiescence to a single power or a draw including all survivors. The scoring system below will be used but scores of specific games or players will not be released. Winner will be determined by highest average score of the games counted. Ties will be broken by highest average score of all opponents. Awards will be given to the top three finishers, best country performances, and others.

1) Points awarded for type of finish.

WIN	75 pts.	5-way Draw	20 pts.
2-way Draw	50 pts.	6-way Draw	15 pts.
3-way Draw	35 pts.	7-way Draw	10 pts.
4-way Draw	25 pts.	Surv or Elim	0 pts.

2) Add 1 point per center owned at the end of the game.

3) Add points according to your ranking by centers within the game. Eliminated players receive 0 points.

1st	7 points	5th	3 points
2nd	6 points	6th	2 points
3rd	5 points	7th	1 point
4th	4 points		

Ties split points (i.e. a two way tie for 2nd splits the 11 points of 2nd and 3rd).

AWARDS PRESENTED AT DIPCON XXI

First Place: Dan Sellers	Best Austria: Vince Luttreble
Second Place: Alan Stewart	Best England: Alan Stewart
Third Place: Marc Peters	Best France: Dan Sellers
Fourth Place: Jeff McKee	Best Germany: Marc Peters
Fifth Place: Tom Nash	Best Italy: Jeff McKee
Sixth Place: John Cannon	Best Russia: Dan Sellers
Seventh Place: Vince Luttreble	Best Turkey: Alan Stewart

Host Games Played (5)

Mike Whitty
Steve Smith
James Early
Michael Cox

Endgame Builder Champion

Marc Peters

Titan Champion

Marc Peters

Last Place
Dave Frick
Morgan Gurley

Quickest Elimination

Dave Frick
Michael Cox

Most Demanding GM

Debi Peters

Besides the following statistical breakdowns, Stephen Wilcox also compiled a list of the opponents of each player, to determine whether any pair or threesome might have been able to conspire across games. There was no correlation, but the list is available for a SASB and fifty cents....no, really, you don't want to bother.

SCORES BY COUNTRY	BEST COUNTRY PERFORMANCES
France 26.80	Austria (Vince Luttreble)
Italy 25.80	England (Alan Stewart)
Austria 22.60	France (Dan Sellers)
Germany 21.00	Germany (Marc Peters)
England 19.65	Italy (Jeff McKee)
Turkey 18.60	Russia (Dan Sellers)
Russia 14.35	Turkey (Alan Stewart)
	11-center, 3-way 51.5 pts.
	15-center, 3-way 57
	17-center, 2-way 65.5
	17-center, 2-way 65.5
	14-center, WIN 96
	12-center, WIN 94
	11-center, 3-way 51.5

EB Players
Greg Ellis
Mark Frueh
Marc Peters
Dan Sellers
Steve Smith
Stephen Wilcox

Titan players (* denotes advance to final round)
Board One: Mark Frueh*, Stephen Wilcox, Gary Bennett*,
Vince Luttreble.
Board Two: John Cannon*, Marc Peters*, Morgan Gurley,
Dan Sellers.
Convention Committee: Ellis, Wilcox, Gaughan.

On the following pages are the complete list of Diplomacy players, with their scores for each game played (a key is at the top of the first page), their address, and any non-Dip attendees that accompanied them. This booklet is going out to each player as part of his tournament fee, but it is available to other interested parties for \$2 us from:
Pete Gaughan, 3105 East Park Row Dr. #132, Arlington TX 76010-3710

DIPCON XXI
Diplomacy Tournament Standings

Key: game scores are given as Board # / Result / Country / Score. Game scores in (parentheses) were dropped from tabulation (low score was dropped for all players who played three or more games, per announced rules). Names after addresses are those of family or friends who attended but did not play Diplomacy.

1.	83.75	Dan Sellers	#4/2way/Fra/73.5	(#7/elim/Eng/0)	#8/win/Rus/94		
2.	54.25	Alan Stewart	#3/3way/Eng/57	#7/3way/Tur/51.5	(#9/4way/Fra/37)		
		702-25 St. Mary St. Toronto ON M4Y 1R2 Canada					
3.	54.25	Marc Peters	#4/2way/Ger/73.5	#9/4way/Ita/35			
		4002 Hanover St. Madison WI 53704 [Debi Peters]					
4.	54.17	Jeff McKee	#2/6way/Eng/25.5	(#5/6way/Rus/24)	#6/win/Ita/96	#9/4way/Aus/41	
		928 N. Cartar #312 Wichita KS 67203 [Randal Strong]					
5.	49.33	Tom Nash	(#1/4way/Aus/40.5)	#3/3way/Fra/51	#7/3way/Ita/54	#9/4way/Ger/43	
		5512 Pilgrim Road Baltimore MD 21214 [Marlene Zetzer, Emily Nash]					
6.	43.25	John Cannon	#1/4way/Fra/37.5	#3/3way/Tur/49	(#9/elim/Rus/0)		
		2011 W. Arthur Chicago IL 60645					
7.	40.50	Vince Lutterbie	#1/4way/Eng/40.5	(#4/elim/Tur/0)	#7/3way/Aus/51.5	#10/5way/Ger/29.5	
		1021 S. Stonehaven Marshall MO 65340					
8.	26.25	Pete Gaughan	#5/6way/Tur/20	(#7/elim/Ger/0)	#10/5way/Aus/32.5		
		3105 East Park Row Dr. #132 Arlington TX 76010-3710 [Cathy Gaughan]					
9.	26.13	Mike Whitty	#1/4way/Ger/37.5	(#2/elim/Ita/0)	#5/6way/Fra/29.5	#8/surv/Aus/5	#10/5way/Eng/32.5
		2703 Swisher #208 Austin TX 78705					
10.	21.67	Greg Ellis	#5/6way/Ita/26	#6/surv/Aus/6.5	(#8/elim/Ger/0)	#10/5way/Tur/32.5	
		707 Rio Grande suite 211 Austin TX 78701 [Folly & Casey Ellis]					
11.	19.00	Steve Smith	#2/6way/Ger/22	#5/6way/Eng/29.5	#6/surv/Fra/12.5	#8/surv/Ita/12	(#10/elim/Rus/0)
		1440 Sutter Drive Hanover Park IL 60103					
12.	17.50	Gary Behnen	#4/elim/Aus/0	(#9/elim/Eng/0)	#10/5way/Ita/35		
		13101 South Trenton Olathe KS 66062					
13.	10.88	James Early	#1/elim/Ita/0	(#3/elim/Ger/0)	#5/6way/Aus/22	#6/surv/Eng/6.5	#8/surv/Fra/15
		3705 Uruguay Pasadena TX 77504					
14.	10.00	Nick Felella	#2/6way/Fra/20	#6/elim/Rus/0			
		17 Brokaw Avenue Floral Park NY 11001					
15.	6.25	Larry Peery	#3/elim/Ita/0	#6/surv/Ger/12.5	(#7/elim/Rus/0)		
		Box 8416 San Diego CA 92102					
16.	2.50	Mark Frueh	#4/elim/Ita/0	#8/surv/Tur/5	(#10/elim/Fra/0)		
		777 Roysl St. George #419 Naperville IL 60540					
17.	1.25	Michael Cox	#1/elim/Rus/0	#3/elim/Aus/0	(#5/elim/Ger/0)	#6/elim/Tur/0	#8/surv/Eng/5
		2300 Broadmoor #19 Bryan TX 77802					
18.	0.00	Dave Frick	#4/elim/Eng/0	#9/elim/Tur/0			
		528 Edwards Drive Saginaw TX 76179 [Becky Frick]					
19.	0.00	Morgan Gurley	#1/elim/Tur/0	#4/elim/Rus/0	(#7/elim/Fra/0)		
		4647 Easthaven Charlotte NC 28212					
Place		Lance Anderaon	#2/6way/Rus/25.5	HI 8n -- INSCOM	PSF CA 94129		
Place		Geoff Reiner	#2/6way/Aus/30	306 W. Carson	Bryan TX 77801		
Place		Geoff Richard	#2/6way/Tur/28	"	"		
Place		Ian Straus	#3/elim/Rus/0				
Play		David Cathey	4419 Dawn Creek Spring TX 77388				
Play		Stephen Wilcox	2010 Deer Run Circle Muskogee OK 74403	[Diana and Arron Wilcox]			

1. Definitions, Purposes and Membership
 - 1.1 Dipcon is the annual Diplomacy convention of North America. It hosts the annual (general) meetings of other Diplomacy organizations, upon the request of the organizations involved.
 - 1.2 The Dipcon Society exists for the purpose of selecting a site for each successive Dipcon, and for electing an Administrative Committee to manage the Society's affairs between Dipcons, as provided for under Articles 2 and 3.
 - 1.3 Each Diplomacy player who has registered for and is attending a Dipcon is considered a member of that year's Dipcon Society. Membership in any other organization may not be considered qualifying or disqualifying in this regard. No absentee votes may be cast.
2. Dipcon Site Selection
 - 2.1 The Dipcon Society will meet at least once at each Dipcon to select the site for the following year's Dipcon. This meeting will take place not earlier than the second day of the convention. It will be at a time and place which will have been publicized at least one day in advance, and be posted and announced at the Diplomacy tournament. Any individual or group wishing to bid for the following year's Dipcon will be given sufficient time, not to exceed 15 minutes, to present that bid to the Society. If a representative from a bidding site is unable to attend, a written brief may be submitted to the Society by said group. This brief will be presented to the Society by the Chairman.
 - 2.2 For the purpose of Dipcon administration and location of the convention sites, the United States and Canada will be divided into four regions. The names and boundaries of these regions are detailed below and shown on the map in Appendix A. Appendix A is considered an integral portion of this section and Charter.
 - 2.3 Region I (Eastern): All states and provinces bordering on the Atlantic Ocean, including Pennsylvania, West Virginia, that portion of Tennessee in the Eastern Time Zone, Puerto Rico, and that part of Ontario east of 84 degrees west longitude, except the three counties listed in Region II.
 - 2.4 Region II (Great Lakes): Illinois, Indiana, Kentucky, Michigan, Ohio, and Wisconsin, plus Texas, Kent and Lambton counties in Ontario (Windsor area).
 - 2.5 Region III (Central): All states and provinces lying wholly or principally within the Central Time Zone, excluding those areas listed in Regions I and II, and also excluding Saskatchewan. (This includes all of Ontario west of 84 degrees west longitude.)
 - 2.6 Region IV (Western): Saskatchewan, Montana, Wyoming, Colorado, New Mexico, and all states and provinces lying to the west, including Alaska, Hawaii and Yukon Territory.
 - 2.7 The Dipcon sites may be rotated among the Regions. For any given Dipcon year, sites from two regions may bid for the convention, as follows (see 2.6 for bids from outside these regions):
 - 1987: regions I and II
 - 1989: regions III and IV
 - 1990: regions IV and I
 - 2.8 The regional eligibility will then continue to rotate in the above sequence. The site of Dipcon cannot be within the same state or province during two consecutive years, unless no other suitable site for the next Dipcon can be located.
 - 2.9 Voting will normally be in the open, by show of hands. If more than two bids are submitted, the lowest-ranking bid will be eliminated in successive ballots until two bids remain. The winner between those two finalists will be determined by majority vote. If one bid receives an absolute majority of the votes during any ballot, it will win. The Society may elect to vote by secret ballot. It may also elect to use the preferential ballot, giving weighted votes, in descending order of preference, to the several

- 2.6 bids. Voting by proxy or absentee ballot will not be permitted.
- 2.7 A bid may be submitted from outside the Regions which would normally be eligible to bid under the provisions of section 2.4. However, in counting votes for any such bid, each vote in favor will count as only one-half of a vote.
- 2.8 Upon completion of the balloting and selection of a site for the following year's Dipcon, the Society will select new members of the Administrative Committee.
- 2.9 The Dipcon Society may, by majority vote, choose not to accept any bid presented for the site of the Dipcon under consideration. If no acceptable bids are made, the Society will instruct the Administrative Committee on its preferences for the site of the next Dipcon, and the Committee will make the necessary arrangements.
3. The Administrative Committee
 - 3.1 The Administrative Committee will consist of three members selected by the Dipcon Society to manage the Society's affairs from the end of one Dipcon until the end of the next Dipcon. The Administrative Committee in office at the start of a Dipcon remains responsible for all matters within its jurisdiction for the length of that Dipcon. The outgoing Administrative Committee will retain responsibility for the distribution of any assets earned at that Dipcon. This outgoing Chairman will advise the incoming Chairman of the exact distribution of said assets no later than 60 days prior to the next Dipcon.
 - 3.2 The Dipcon Society will designate one of the Committee members to serve as Chairman. The Committee has complete responsibility for making all preparations for the upcoming Dipcon. The Committee will select one of its members to keep the hobby at large informed of the upcoming Dipcon through a newsletter.
 - 3.3 The Committee will coordinate with the host group, if any, to arrange for necessary publicity, selection of a Tournament Director and scoring system, arrangements for time and place for the tournament, the Dipcon Society meeting and any other activities the Committee deems proper. The Chairman will prepare a report of the activities of the Dipcon Society no later than 45 days after the Dipcon has ended, and this will be published in the Society newsletter.
 - 3.4 The Chairman of the Committee will act as presiding officer at the Dipcon Society meeting. If he is unable to attend the convention, he will appoint another person to preside.
 - 3.5 If any member of the Committee is unable to continue his function, he will nominate his own successor. If he does not, the Chairman will do so. If the Committee fails to function, its powers devolve upon the Chairman. Number One, who must appoint a new Committee within one month of that time. If the BMC inquires as to the Committee's progress, and does so twice in succession without receiving a reply, he may consider the Committee as no longer performing its function. (Such inquiries must be not less than 10 days apart, and one week must be allowed for each reply.) Copies of these inquiries must be sent to the editor of the largest North American Diplomacy site (by circulation).
 - 3.6 The Committee Chairman maintains the archives of the Committee. He must turn these over to this new Committee at each Dipcon. If he is unable to attend, he must turn the archives over to someone who will be attending. This must be done not less than one week before the first day of Dipcon.
4. Amendments
 - 4.1(a) Any member of the Dipcon Society may propose amendments to the Charter during the meeting specified in section 2.1.
 - 4.1(b) Any member not in attendance may submit an amendment by having it published at least one month in advance in the official newsletter of the Dipcon Society. The Chairman is obligated to publish any such amendments, but may at his discretion combine like amendments as long as he does not seek substantive changes in the text of the amendments. Persons submitting excessively long amendments may be charged the cost of publication. If payment is requested and refused, the Chairman is no longer obligated to publish or introduce that amendment.

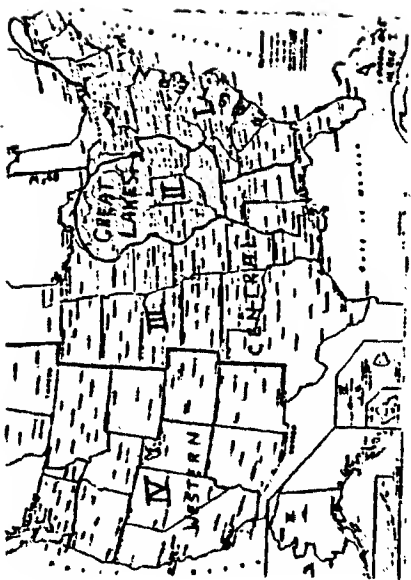
4.2 Ordinary parliamentary procedure applies to the consideration of all amendments. An amendment is considered adopted if a 2/3 majority of Society members present and voting vote in favor of it. Voting by proxy or absentee ballot will not be permitted.

4.3 All amendments approved must then be ratified at the next Dipcon held in any region other than the one in which they were adopted. Amendments are ratified by majority vote and become effective at the end of the Dipcon at which they are ratified.

3. Enactment Clause

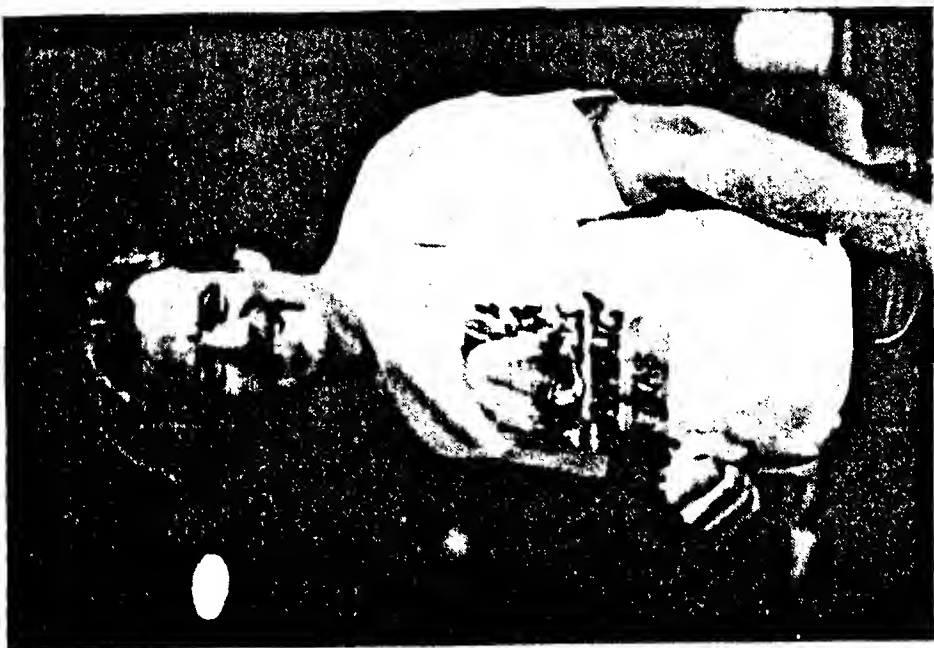
3.1 This Charter becomes effective immediately upon ratification by a majority of Diplomacy players attending Dipcon XII, at the meeting to select the site for Dipcon XIII.

Appendix A: This map is considered part of section 2.3 of the Charter.

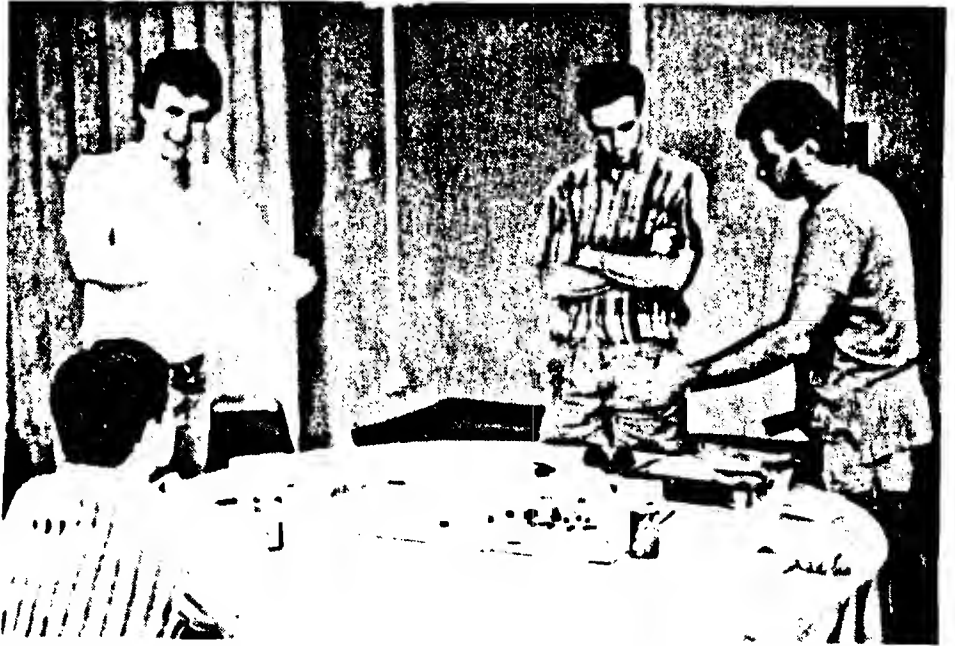


CONGRATULATIONS ARE IN ORDER

Now that I think about it seems appropriate but I have to admit it was a shock to run into Lt. James Woodson (USN) at a performance of FIDELIO here in San Diego a few months ago. James is assigned to duty in Panama, but he was at home on personal leave to perform a very important duty---he married a very pretty, young Australian lass. So, not only did San Diego get the Cup, we got one of Australia's daughters. Not bad...

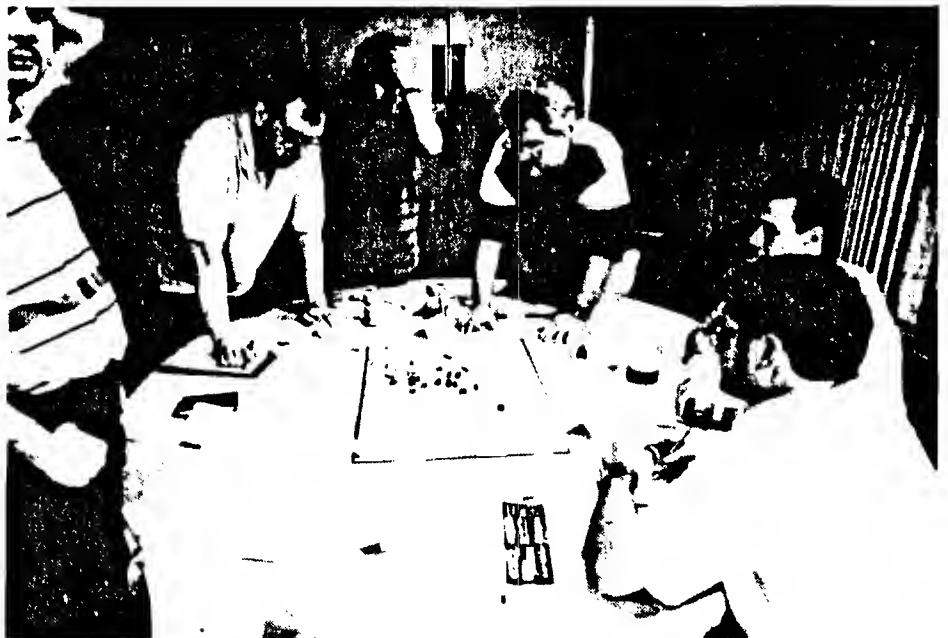


Multiple-award winner Marc Peters, sans beer



The Austin Connection (Michael Cox [left] and James Early) are lobbied by last-place finisher Morgan Gurley

Meeting of the Minds--leaning on the table, deciding the fate of Eastern Europe in game 7, are Alan Stewart (l) and Larry Peery



Once again the 1989 Diplomacy convention and tournament season is upon us and this year's season looks exciting. No matter where you are, or what your personal circumstances are, there's a Diplomacy event coming your way. We hope you'll all make an effort to get out and attend at least one of these events. Who knows, perhaps you'll join that small, but dedicated band of jet-setting Diplomacy players who'll go just about anywhere, anytime, for their Diplomacy "fix."

DIPCON XXI

Last year's DIPCON XXI, held in San Antonio, TX, was one of the smallest events in recent years: 23 players and ten boards of regular Diplomacy. Still, if the quantity wasn't there, the quality was. You'll see some excerpts from souvenir booklet in the following pages. If you'd like a copy of the complete report send US\$2.00 to P.J. Gaughan, 3105 East Park Row Dr., #132, Arlington, TX 76010

WARCON USA

By the time you read this WARCON USA, held on 7-9 April, in Columbia, MD. This was the first try for what promises to be a major nw international gaming convention event, jointly sponsored by the Northern Virginia Adventure Gamers (NOVAG) and the Armory Museum of Military History in Baltimore, MD. The event was designed to replicate one held in Birmingham, England, last August, and featured events designed for both the wargamer and roleplayer, experienced and novice alike. In addition to the usual gaming events the hosts promised lots of entertainment, films, lectures, and displays; giving those attending a well rounded event. I'm not sure how much Diplomacy was involved but you can find out next fall because they're going to do it all over again (see NOVAG V listing below). Perhaps someone who attended can tell us what it was like. For more info you may call 1-800-NOW-GAME, or write The Armory Museum of Military History, 4145 Amos Ave., Baltimore, MD 21215.

DIXIECON III

The 1989 Diplomacy season really gets under way Memorial Day weekend and this year you have to choose between two different events, each with their own special attractions. DIXIECON III, on May 27-28, bills itself as "the premier Diplomacy gaming event on the east coast;" and it is. The hosting Carolina Amateur Diplomats, CADs, have established themselves as the hottest group of Diplomacy players around after capturing a variety of regional and national titles, including two DIPCON championships. The CADs are also lucky in their site, the University of North Carolina at Chapel Hill; which is, according to them, "the southern part of heaven."

If you've never been in this area before plan to spend a couple of extra days seeing some of The Golden Triangle area of North Carolina. Contact your local Auto Club; the North Carolina Division of Travel and Tourism (1-800-VISIT NC); the Chapel Hill Chamber of Commerce (919-967-7075); or the Con hosts; for more information. But be sure to leave some time to see the Morehead Planetarium, the Ackland Art Museum; and plan to stop by the Revolutionary War Encampment being held in Winston-Salem or the Coca Cola 600 in Concord over the Memorial Day weekend. If you're looking for something other than a college dorm for the weekend try the Farrington B&B (919-542-4000) or The Siena Hotel (919-929-4000), both convenient to the event. In fact, if you check out the Siena's bar on Monday night you may find me bemoaning my dismal Con showing over a glass of Italian randy. Stop by and say hello.

DIXIECON has become a full-fledged Diplomacy event, complete with all the trappings hereof. So, you'll find a three round Diplomacy tournament, a team and/or individual competition, a Diplomacy Variant Game Event, trophies and certificates, and open gaming

DIPLOMACY!

The Carolina Amateur Diplomats

present

DIXIECON III

The Premier Diplomacy gaming event on the East Coast

Saturday-Sunday, May 27-28 1989

University of North Carolina at Chapel Hill

"The Southern Part of Heaven"

Features: Three Round Diplomacy Tournament
Team and/or Individual Competition
Diplomacy Variant Game Event
Trophies and Certificates
Friday Night Open Gaming

Fees: **\$10 General Entry per person**
 (\$50 for seven-person team)
 \$10 Housing - per night

For further information, write **David Hood** at:
DixieCon Tournament Info
15-F Estes Park
Carrboro, NC 27510

Please respond by April 30!!

*Put together a 7-person team for
discount rate!!*

on Friday night. The real attraction of the event, of course, is not the program but the opportunity it offers to meet across the game board with some of the hobby's best players: David Hood, Morgan Gurley, Dan Sellers, et al. You don't often get a chance to do that. And they are all such perfect southern gentlemen. Well, except for Sellers. I strongly advise you all not to get in the path of a direct line between him and me if it crosses a Diplomacy board.

The fees are nominal: \$10 general entry per person; \$50 for a seven person team; and \$10 per night for housing. Can't beat that. If any DW subbers would like to be part of a DW team let David know. And if you happen to be coming from England, Holland, Belgium, France, or Norway; I'll pay your registration fee.

Obviously, I'm looking forward to DIXIECON. I've been promising David for three years that I'd make one of his Cons and this is the year. So, if you've never had an opportunity to meet me (oh, you don't know how lucky you are) by all means come along and join the fun. There were 45 DW subbers at the last east coast con I attended. Let's see if we can do better this year at DIXIECON.

For more info: David Hood, DIXIECON Tournament Info, 15-F Estes Park, Carrboro, NC 27510.

ARLINGTONCON V

On the other hand, if you want something a tad more informal, or you just can't make it to North Carolina, check out Pete and Cathy Gaughan's Diplomacy house party the same weekend at DIXIECON. Pete's a very serious type of fellow who takes his con duties seriously. Cathy is a delightful hostess who doesn't take anything ---especially Diplomacy--- seriously. They do crazy things like play Titan, rail games, Downfall of the Lord of the Rings, Survive!, and even a snowball fight or two; which on a typical summer day in Texas can be something!. Mostly they sit around and talk and eat and drink and gossip about the people who aren't there. It helps if you are a USC fan, Irish, or into heavy literature. It's even better if you like to sleep on the floor, like soggy pizza, and know a lot of duck jokes. Good Diplomacy and good people; what more can you ask for? But do call and let them know you're coming: Pete & Cathy Gaughan, 3105 East Park Row, #132, Arlington, TX 76010 (817-633-3208). And, if you don't know it, Arlington is a slipper suburb of 2 big cities: Fort Worth and Dallas. And, if you happen to be in the neighborhood on Tuesday, May 30, you might stop by American Airlines at DFW and catch me between 1500 and 1600; while I'm making connections from Raleigh-Durham on my way back to San Diego. Just look for flight #1355. And if you are really crazy you can join me for breakfast at Chitown on the 25th. I'll be arriving on flight #906 at 0501 and leaving on flight #1040 at 0640. Can you believe anybody going to North Carolina from San Diego would go through Chicago and DFW?

MICHICON GAMEFEST

MICHICON is a big event for the serious gamer, but it always includes a Diplomacy event or two. Herb Barents gave it lauds last year and that's good enough for me. So heck it out on June 16-18th. It will be held in Southfield, MI, and you can query Martin artnikowski, Metro Detroit Gamers, Box 656, Wyandotte, MI 48192

ORIGINS '89

ORIGINS is "the only national games convention." It has something for everyone and everyone who is anyone (and a lot of people who aren't but would like to be) will be there. There's always a Diplomacy event at the various STRATEGICON events and I hear that Tim Moore will be running this year's Diplomacy event; which should, hopefully, eliminate some of their tournament administrative problems. If you go to ORIGINS you'll have a chance to meet Rex Martin and some of the other Avalon Hill people, match wits with some of the Los Angeles Diplomats (LADs?) who will be out capturing every Diplomacy prize offered and promoting DIPCON. And, if you pick the right day, you might even come

across me standing around looking bewildered. Don't worry, I've spent 25 years perfecting that look. It does wonders for me in Diplomacy tournaments. Anyway, come along and see what a really big show looks like. There will be lots of game companies in the Exhibit Room, face to face interaction with game designers at a variety of seminars and demonstrations over 100 boardgame events, a flea market, and six theme auctions. So, come to the L.A. Airport Hilton Hotel from 28 June through 2 July, and see what it's all about. For more info: STRATEGICON Division, Box 8399, Long Beach, CA 90808.

MANORCON '89

If your plans for this summer include a trip to Europe plan to attend one of the various gaming and Diplomacy events being held all over western Europe. One of the best introductions to Diplomacy British-style is MANORCON, site of last year's first WORLD DIPCON. Hundreds of gaming fans turn out for this long (four day) weekend of gaming of all types; and Diplomacy is a big part of it. I was there last year and I came away very impressed with the event and the people who run it. So, if you get a chance, GO! You'll be glad you did. Drop a line to Richard Walkerdine, 13 Offley Rd., Hitchin, Herts, SG5 2AZ, ENGLAND, and ask for all the details. And if you do plan to go and you want some suggestions on where to go and things to do during your trip drop me a line.

GOTECON XIII

And if you're going onto the continent be sure to check out some of the events held in Europe each summer. There are a lot of them and many of them feature Diplomacy events of one kind or another. The City of Vienna, for instance, sponsors a weekend long "game festival" every year that attracts more than 20,000 participants to a series of public boardgame championship events of all kinds --- including Diplomacy. Another possibility is the lovely city of Goteburg, Sweden; which also offers a major gaming event each year. For info on that contact Per Westling, Rydsvaegen 246 c 16, S-582 51, Linkoeeping, Sweden. And just across the Skag (You do remember the Skag, don't you?) is Alborg, a Danish resort community with a big Diplomacy following; and they have a Diplomacy event each year. So, wherever you go on the board, real-life Diplomacy is there.

ATLANTICON '89

This major gaming event always attracts a big Diplomacy crowd and it always offers a lively show for hobby members. If you've never been to one you should go, just once, to see what it's like. For more info: ATLANTICON, 37 Woods End Rd., Middletown, NJ 07748. The dates are 21-23 July. You can also check with Robert Sacks, 4861 Broadway, 5-V, New York NY 10034, for more info about the Diplomacy events.

DIPCON XXII

The grand-daddy of them all and only a year younger than football's SUPER BOWL, DIPCON returns to San Diego after an 18 year absence. Hopefully it will be worth waiting for. All the details are elsewhere in this issue but if you have specific questions drop me a line (and enclose a SASE) or give me a call at 619-295-6248 or, after 1 May, at 619-582-2904.

GAMEFEST '89

Game Towne, San Diego's leading game store, traditionally sponsors a month long series of weekend gaming events each August. This year will be the 9th annual event and just about any game you want to play will be offered on one of the weekends. Game Towne is located in Old Town State Park, in San Diego, and attracts an amazingly diverse clientele. Give them a call and ask them to put you on their mailing list: GAME TOWNE, 3954 Harney St., San Diego, CA, 619-2911666. Ask for Clark or Jerry and tell them I told you to call. And if you need a good mail order source for hand-to-find games, etc. check out their service in that area as well.

CAN-CON '89

CAN-CON is the Canadian Diplomacy event and it has gained in popularity and attendance in recent years. This year it will be held on 4-6 August, 1989 (and yes, you can get from San Diego to Toronto by air with no problem), at the University of Toronto, Scarborough campus in beautiful, Toronto, Ontario, Canada. It's an up-graded university campus setting and the price, \$27.00 (US or Canadian?) sounds good. Registration for the event is \$20.00 per person. They're also offering a Toronto Jays - New York Yankees baseball game, although why anyone would go to Canada to see baseball is beyond me. There are many, many much more worthwhile things to see in Toronto than baseball. Anyway, if you want more info contact Doug Acheson, 95 Dundonald St., Barrie, Ontario, L4M 3T4, CANADA. Anyway, if you plan to go drop him a line ASAP or you may be SOL.

GENCON '89

This is another big event and GENCON offers everything to everybody, and the Milwaukee/Lake Geneva venue has been a favorite with gamers for years. Again, if you've never been, GO! It's from 10-13 August at the MECCA Convention Center, in Milwaukee, WI; and you can get all the details from GENCON, Box 756, Lake Geneva, WI, 53147, or call 414-448-3625. Pre-registration is US\$30.00, at the door US\$40.00.

GATEWAY '89

Labor Day weekend is traditionally the end of the summer gaming season and GATEWAY always packs them in. This is another in the STRATEGICON series of events and you can get all the details from the ORIGINS listing. The dates are 1-4 September, 1989, and the site will be the LA Airport Hyatt Hotel.

NOVAG V

And, to bring us full circle, there is the Northern Virginia Adventure Gamers NOVAG event which will essentially repeat the WARCON USA event mentioned above. Admission for the weekend is \$12.00. Dates are 24-26 November, 1989; so if you like your Turkey are, plan to attend. Again, lots of of gaming of all kinds.

INTERNATIONAL DIPLOMACY TOURNAMENT RATING SYSTEM

If you attend a Diplomacy convention or take part in a Diplomacy tournament this summer be sure to get the host to send a copy of the results to Don Del Grande, 142 Elisero r., Greenbrae, CA 94904-1339. Even if it's not one of the sanctioned events used in the IDTRS it may be helpful to Don, and possibly the event will be included in the future. Details on the IDTRS can be found in MEETING OF MINDS, which is a sub-zine of LIFE OF ONTY, a sample of which is 55¢ from Don. It's a fun read.

Another new zine that is looking for players is TIN SOLDIER, published by Alan Levin, 042 W. Carol, Niles, IL 60648. His games run at 4 1/2 week intervals, there is no gamefee, and a 12 issue sub is US\$5.00.

If you enjoy The GENERAL and its approach to Diplomacy you'll enjoy THE CANADIAN ARCAMERS JOURNAL; which is a very nice looking zine. A sample of the bimonthly pub is 2.00, plus postage, from CWG, 207 Bernard Dr., NW, Calgary, Alberta, CANADA T3K 2B6.

One of the best English language zins I've seen in a long time comes from Jef Bryant aka Jean Pauly, 121, B-4300, ANS, Belgium; who publishes in both French and English. It's the new MNC for the Francophone area of Europe. A superbly done publication.

**TEST YOURSELF
AGAINST
THE STRONGEST**



**LET YOUR HAIR
DOWN AT
DIPCON XXII**

PEERICON IX

PO BOX 8416
SAN DIEGO, CALIFORNIA 92102
UNITED STATES OF AMERICA

In case we forgot to mention it the host event for this year's DIPCON XXII is PEERICON IX; which probably makes this the biggest comeback for any Diplomacy event in history --- from three participants last year to God only knows how many this year. But that's the way it goes.

The emphasis at PEERICONS has always been on serious Diplomacy and having a good time. The roster of past PEERICON champions reads like a who's who of west coast Diplomacy greats. I doubt if things will change much this year just because we are hosting DIPCON XXII. In fact DIPCON XXII will be very much like the other DIPCON (IV) I hosted years ago and who knows you may actually see some faces that were present for that event.

Details on preliminary plans for DIPCON are to be found in the DIPCON Newsletter #1 which is available from me for a SASE. This brief report is designed to let DW family members in on what's going on and update that newsletter. The second DIPCON Newsletter will appear shortly.

This year's DIPCON has a theme, "A DIPCON WITH A PURPOSE (SERIOUSLY)." and although the moving part of that purpose has already been achieved a great deal of work still remains to be done with The Archives. I hope DIPCON participants will be able to donate a few hours to doing some of that work in the week prior to and the week after DIPCON (from July 22 through August 6) when I'll be hosting an informal house party for DIPCON participants.

Besides the theme, serious purpose, and extended time frame; this year's DIPCON will feature the possibility of two alternative sites, depending on the number of people who attend the event. And in addition this year's Tournament will consist of no less than six divisions, each of which will have a bearing on the over-all championship standings.

Our staff, at the moment, consists of myself, as host; Don Del Grande, as Tournament Director and Records Keeper; Fred Davis, as Variants Event Director; Mike Maston, as Computer Event Director; and Ron Cameron and Ken Peel as my co-DIPCON Administration Committee members.

Getting to San Diego from just about anywhere is remarkably easy and even British Airways is cooperating by offering a direct London-San Diego service on a daily basis. we encourage anyone coming from Los Angeles to carpool it since parking may be a problem.

Depending on the size of the turnout we will be using one of two sites. Your response, by pre-registration, will determine which of the two we will use. The first alternative is cheaper, more informal, and more akin to the traditional "house party" type of event. The second alternative is nicer, costs more, and more formal; similar to the "big gaming cons" that have hosted DIPCONS in the past.

If the turnout is 49 or less we will be using our new home. And, depending on circumstances, our place is perfectly suitable for an event of this type and there is plenty of space for games, etc. There are plenty of fast food restaurants within walking distance, and a couple of inexpensive motels nearby with rates in the \$40 a night range. Again, if attendance is less than 50; this is the option I will use. It will be a very traditional type of PEERICON, CAMCON, or PUDGECON.

However, if attendance goes over 50 (and there is a good chance it will so plan on it) we will use a second site, the Town & Country Hotel; which is one of the city's major convention and resort hotels. It's big, modern, close to everything, and capable of handling any sized group. Because summertime is peak season in San Diego room rates will run around \$60 a night for up to four in a room. That's very good rate by the way. Obviously this would be a more formal event and priced accordingly. I'm going



DIPCON XXII



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to make a big effort to attract day visitors to the Con from among the local gaming community, so expect to see some new faces.

So, in a very real sense you will decide, by your pre-registration and attendance, where DIPCON XXII will be and what it will be like. But, as you can see, it is very important that you pre-register NOW so I can make the appropriate plans and arrangements. Otherwise, you may find registration closed at the door.

The final choice between the two alternatives will be made in mid-June and announced then.

I checked out over 40 hotels, motels, etc. of all sizes and types looking for the perfect DIPCON site. Alas, the one I really wanted we can't afford, but one lucky DIPCON participant will get to experience it. I didn't expect to find the perfect site in my own backyard so to speak. Still, for those of you who want to spend some extra time in San Diego and combine the Con with a mini or family vacation I have lots of information on all kinds of hotels, etc. So let me know what kind of place you are looking for and in which price range (and be realistic!) and I'll send you details on what's available. If you want me to make a reservation for you in June enclose a check for \$40 per night (Friday, Saturday, and/or Sunday) for 1-4 persons per room. That's for the first alternative. Make the check for \$60.00 per night (Friday, Saturday, and/or Sunday) for 1-4 persons per room. That's for option two, the Town & Country Hotel. Make checks, in US\$, payable to DIPCON XXII. No checks will be deposited until the reservations are made in June. Debits or credits will be arranged at the Con.

I will have plenty of crash space for people arriving before, or staying after, the Con weekend, but during the event all space is spoken for.

Remember, PRE-REGISTRATION is only available until June 17 (that's a must be in my hands by then deadline) and costs US\$22.00. That includes your tournament fees, materials, snacks, etc. REGISTRATION after June 17 and at the door will be US\$30.00. Pre-registration or registration is the only way to guarantee your place in the tournament events. DIPCON XXII tee shirts are \$10.00 each and be sure to indicate your size when ordering.

If you'd like to be a part of the fun, but can't make it physically to DIPCON, you can still be a participant by pre-registering as a DIPCON XXII Extender. It will cost you US\$22.00 and you'll get a DIPCON tee shirt, a copy of the program, and the special DIPCON issue of DW.

If we go to the Town & Country site there will be an awards banquet on Sunday evening and the cost of that will probably be around US\$22.00 per person, so keep that in mind. All checks should be in US funds and made payable to DIPCON XXII. Checks for accommodations should be written separately and won't be deposited until I actually make the reservations (e.g. about 45 days prior to the event). You will also be able to make reservations directly with the motel or hotel if you use a credit card. Let me know if you do that.

All tournament events will be held on Friday, Saturday, or Sunday, July 28-30th. Among the events tentatively scheduled are: The Diplomacy Tournament, consisting of six divisions, each of which will count as part of the over-all tournament championship (although not to the same degree of importance). Among the divisions:

Individual Diplomacy Division on Sunday.

Team Diplomacy Division on Saturday.

Computer Diplomacy Division on a by appointment basis.

Variant Diplomacy Division on Friday.



WORLD DIPCON



PO BOX 8416
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Gunboat Diplomacy Division on an as needed basis.

North American Diplomacy Board Exam will be given by appointment only.

There will also be novice games for beginners, the traditional DIPCON Society meeting to pick the 1990 DIPCON site and DIPCON Administration Committee, and the site for WORLD DIPCON II. We'll also have a live demonstration of one hobbyist's solution to the dilemma that has plagued variant designers for years --- now to incorporate airpower into Diplomacy. We'll have a Ladies Only event, hands on access to the hobby Archives, a flea market, a KREMLIN game event, and more.

This year's Tournament scoring system will not be announced until the end of all the divisional events. Individual divisional events scoring systems will be announced at the beginning of each event.

As always there will be certificates awarded for various things, and awards and prizes for best country performances, individual division winners, tournament winners and more. There will be trophies for some of the best players in various events. We are donating two perpetual trophies, one for DIPCON and one for WORLD DIPCON, and of course the tournament champ and grand prize winner's names will go on the PEERICON plaque. Best country performers will get awards similar to those given at MARYCON a couple of years ago.

Among the major prizes being offered is a weekend for two at San Diego's finest hotel, The Westgate. The package includes dinner in the hotel's dining room, Sunday brunch, a trip to the San Diego Zoo or Sea World, and comp limo service. A very nice prize indeed. And, if tournament participation goes about the 49 player level, one lucky participant will take away a very special memento of their victory --- a Rolex watch.

A complete list of awards and prizes will be announced later.

Our final Con event on Sunday evening will be an awards dinner or banquet at which the various awards and prizes will be distributed. Concurrent with that we'll have a special "celebrity roast" featuring some planned and some unplanned entertainment. If it is as much fun as the one we had 18 years ago it should prove to be worth waiting for. So plan to stick around on Sunday night and watch the fun. Because if you don't, we'll probably talk about you.

If we use our place it will probably be an informal barbeque type of dinner. If we use the hotel it will be a more formal sit down type of dinner. Either way it will be a fitting conclusion to an exciting event.

Apparently two hobby publishers (need I name names?) think I'm out to seize control of WORLD DIPCON based on the fact that the pre-registration form mailed out with the press kit a while back used a WORLD DIPCON instead of a DIPCON XXII letterhead/logo. Alas, it isn't so. What happened was that I grabbed the wrong piece of stationary when I was typing up that form. One says DIPCON XXII (as on the previous page) and one says WORLD DIPCON (as on this page), but otherwise the two are exactly alike. Anyway, I didn't catch it before they were printed. In fact I didn't know about it at all until Don Del Grande pointed it out to me. I'm not about to throw away all those pre-reg forms so you can, if you like, just scratch out the word WORLD and put in a XXII. Doesn't that give you a sense of power?

If you'd like a sneak preview of DIPCON XXII I urge you to attend DIXIECON III this coming Memorial Day weekend. I'll be there and have more news about DIPCON XXII. See you there.

HOW TO SCORE!

Larry Peery

Well, if I have to tell you --- you probably won't, anyway.

Still, Diplomacy convention and tournament scoring systems are a BIG concern to some people, usually the ones who think they might have a chance of winning a championship or placing high in the lists. In fact, we've gotten more feedback about this subject than anything else pertaining to DIPCON XXII. So, let's see who's doing what these days.

DIPCON XXI SCORING SYSTEM

To qualify for the awards, players had to play two or more games. Any player playing in three or more games had their worst result dropped. Games could end in a concession to a single power or in a draw including all survivors. The scoring system below was used but scores of specific games or players were not released. The winner was determined by the highest average score of the games counted. Ties were broken by the highest average score of all opponents. Awards were given to the top three finishers, best country performer and others.

1) Points awarded for type of finish.

WIN: 75 points.	5-way Draw: 20 points.
2-way Draw: 50 points.	6-way Draw: 15 points.
3-way Draw: 35 points.	7-way Draw: 10 points.
4-way Draw: 25 points.	Surv or Elim 0 points.

2) Add 1 point per center owned at the end of the game.

3) Add points according to your ranking by centers within the game.
Eliminated players receive 0 points.

1st 7 points	5th 3 points
2nd 6 points	6th 2 points
3rd 5 points	7th 1 point
4th 4 points	

Ties split points (i.e., a two way tie for 2nd splits the 11 points of 2nd and 3rd).

CAD SCORING SYSTEM

The CAD system is a bit different. Those who do better do better. Those who don't don't. There are differences between the two systems and when you consider the oftentimes minimal separations between 1st, 2nd, etc.; they do make a difference.

WIN: 100 points.	5th: 20 points.
2nd: 60 points.	6th: 10 points.
3rd: 45 points.	7th: 10 points.
4th: 32 points.	

2) Add 2 points per center owned at the end of the game.

3) Draws: Average the points for the number of places involved. So, a two-way draw would be worth 80 points $(100+60/2)$. Ties are resolved in the same manner. So, a tie for fourth/fifth place would generate 26 points for each player.

On the other hand, if you really want to know how to score, ask Morgan Gurley! He's an expert on the subject!!

Here and There

LIVING CHESS GAME

by Louis Inturrisi

"For some minutes Alice stood without speaking, looking out in all directions over the country—and a most curious country it was. There were a number of tiny little brooks running straight across it from side to side, and the ground between was divided up into squares by a number of little green hedges.

"I declare it's marked out just like a large chessboard!" Alice said at last. "There ought to be some men moving about somewhere—and so there are!" she added in a tone of delight, and her heart began to beat quick with excitement. . . .

"Oh, what fun it is! How I wish I was one of them! I wouldn't mind being a pawn, if only I might join in—though, of course, I should like to be a Queen best."

The scene Alice describes in this adventure may seem like the stuff of fairy tales to some people, but not to the inhabitants of the Italian city of Marostica, a small medieval wonderland in the Veneto region, where every two years the main piazza becomes a gigantic chessboard like the one Alice saw through her looking glass.

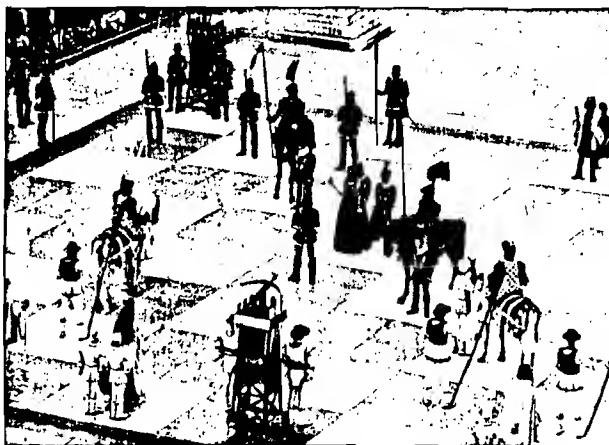
Then more than 500 townspeople wearing gorgeous medieval costumes recreate a 535-year-old spectacle in which some of them portray chessmen and act out a living chess game like the one Alice longed to be part of.

Live pawns skip from square to square; tall knights in shining armor ride real horses; castles roll by on wheels; and black and white queens and kings march across the chessboard piazza in dignified fashion to meet their destinies.

The game is played on the second weekend in September and is attended by thousands of spectators who sit on bleachers along the rim of the piazza and cheer loudly when a castle is lost or mourn an impending checkmate.

In such an atmosphere it is easy to understand the metaphor Lewis Carroll intended when he had Alice sigh: "It's a great huge chess game being played—all over the world—if this is the world at all, you know."

Tucked away in a forest pierced by towers and castles and



surrounded by a wall that zig-zags up and down the hill on which it is situated. Marostica doesn't seem like the real world at all.

The basis for the Living Chess Game is an incident that took place in 1454: Madona (Lady) Lionora, the beautiful daughter of the lord of the castle, was being wooed by two noblemen. To win her hand, the rivals challenged each other to a deadly duel.

The enlightened governor, however, ordered them to play a game of chess instead. This incident gave rise to one of the most unusual and picturesque Italian festivals—La Partita a Scacchi Viventi, or the Living Chess Game.

Along with the Palio horse race in Siena and the jousting tournaments in Arezzo, the Marostica's Living Chess Game keeps alive some of the splendor of Italy's past. Like the other festivals, the Living Chess Game is a community effort. The local butcher, druggist and beautician, high school students and their mothers, for example, begin rehearsals in March for the two-and-a-half-hour performances. Some players first participate as pages or soldiers and work their way up to become knights and eventually kings and queens.

There are more touches that make it seem like another time and another world: Torchbearers line the battlements and the moves are spoken in a jabberwocky-like ancient dialect, including the final "*scacco matto!*" (checkmate).

What fun it is and how right Alice was! In Marostica—at least—it is possible for a pawn to become a queen and not at all "a most curious thing" for men to win battles with their wits instead of their weapons.

RESOURCES The next Living Chess Game will be held in September 1990. For more information, contact the Italian Government Travel Office in Chicago, Montreal, New York or San Francisco.

Writer Louis Inturrisi lives in Rome.

DIPLOMACY WORLD INTERNATIONAL DEMO GAME ENDS...

NOT WITH A BANG...

BUT WITH A SIGH OF RELIEF!

The first DW International Demo Game (1987U, aka "The Bakers Dozen") ended recently. As recently as 1905 in fact. The game, while a good idea at the time, met an untimely death --- partially because of problems with the international cast and partially because of the problems resulting from that. However, do not let those problems detract from the fact that Bob Howard, RUSSIA, played a superb game. His victory, even though by concession was well deserved.

Here's gamemaster Dave McCrumb's report:

RUSSIANS WIN BY UNANIMOUS CONCESSION

Much to nobodies surprise, the vote for a concession to Russia passed by a vote of 4 Yes, 0 No, and 0 Abstain. Congratulations to Bob Howard on the victory. The final stats were:

SUPPLY CENTER CHART

	01	02	03	04	05	
AUSTRIA	5	6*	5*	5*	0	Jacques-Henri Strauss (France),(dropped Spring 1904), CD (out Fall 1905).
ENGLAND	5	5	5	4	2	John Crosby (survived Winter 1905).
FRANCE	4	4	2	0	-	Frederic Rideau (out Fall 1904).
GERMANY	5	5	5	7	8	Pete Chalmers (survived Winter 1905).
ITALY	5	5	6	7	9	Pierre Tuloup (Survived Winter 1905).
RUSSIA	5	6	9	11	15	Bob Howard (Win Winter 1905).
TURKEY	3	3	2	0	-	Pedro Prieto (Out Fall 1904).

* Plays one short in the following year.

As noted Jacques-Henri Strauss is from France, John Crosby is from Australia, Frederic Rideau is from France, Pete Chalmers is from Australia, Pierre Tuloup is from France, Bob Howard is from Australia, and Pedro Prieto is from Mexico.

The problems, and they were many, in this game, resulted more from MNRs and mail problems between the USA and Mexico, rather than the "international" nature of the game. My thanx to all the participants and to Dave McCrumb for his performance as GM.

COMING NEXT FALL...

Last summer I paid £55 (that's US\$100.00) for a ticket at Covent Garden to see Mussorsky's BORIS GODUNOV because I was sure I would never get a chance to see that opera performed in San Diego (and besides, I couldn't get a ticket to see DON GIOVANNI --- it was sold out!). Guess what? San Diego is hosting a Russian arts festival later this year and guess what opera their going to perform? Right on. So, instead of seeing an American perform Boris in London, I'll get to see a Russian perform it in San Diego. Fortunately my ticket will only cost 1/10th as much here as it did there. One thing I would like to do next fall is take a closer look at Boris and some of the other great Russian "Diplomats," including Michael Gorbachev. So if you have any thoughts on any of the great Russian historical figures and what kind of Diplomats they would have made, send them along.

THE HOOSIER ARCHIVES DEMO GAME:

THE TENTH RUNNING

The hobby's oldest on-going PBM Diplomacy event is the HOOSIER ARCHIVES/DIPLOMACY WORLD Demo Game series which began many years ago in Walt Buchanan's original publication, HOOSIER ARCHIVES. Nine of these games have now been completed (The complete record may be found in Volume IV of the Diplomacy World Anthology series, available from us for US\$15.00, postpaid.) and in this issue we begin the tenth running of this PBM Diplomacy classic.

The best of the old, and the new; the east, and the west; join combat and match wits to determine who will wear the DW crown. Most of the players in this game are so well known they need no introduction; each is a player of repute and well known hobby figure. Each has proven him, or her, self by trial of combat and many are hobby celebrities in their own right. Here's the starting list:

AUSTRIA: Jim Diehl, from Eden Prairie, MN.

ENGLAND: Edi Birsan, from Concord, CA.

FRANCE: Melinda Ann Holley, from Huntington, WV.

GERMANY: Steve Heinowski, from Lorain, OH.

ITALY: Steve Cooley, from Palmdale, CA.

RUSSIA: Francois Currier, from Scarborough, Canada.

TURKEY: David Hood, from Chapel Hill, NC.

So there you have them: two certifiable hobby old farts, one of whom is widely recognized as the out-standing PBM Diplomacy player of all time; a young lady whose quantity and quality of activities as a player and publisher have left the hobby in awe; the hobby's official record keeper; a champion from the Los Angeles area's FTF Diplomacy group and one of the best con and tournament players around; a former DIPCON champion and leader of the Carolina Amateur Diplomats; and a "Young Turk" from Canada playing Russia. All in all, a most promising collection of excellent players and interesting personalities.

But the players are only part of the story. What happens on the board is the result of what the players do, but explaining it to the observer is the job of the commentator. And this time we've enlisted the help of no less than three different commentators: Randolph Smyth, publisher of the highly respected FOL SI FIE, will write his own commentary; and Mark Berch, DW's S&T Editor, will comment on that; and, to give things a different perspective, Eric Verheiden, who did the commentary on the last DW Demo Game, will write his own commentary. And, orchestrating it all, our gamemaster is Ken Hager, who gamemastered the last XENOGOGIC PBM Diplomacy game when I took over DW, the game that was featured in THE GENERAL'S Diplomacy issue.

That's our cast and supporting crew and I think you'll agree it's an impressive one. All we need is you to reserve a ring-side seat for this upcoming event. The way to do that, of course, is to make sure your DW subscription is current. And, if you'd like to be a part of the action you can. First, you're welcome to write a season by season commentary based on what's in the issue you receive. We'll print the best of them. And, if you're real brave and you'd like to try to write a predictive forecast of how the game will turn out --- give it a go. We'll file that a way and print it later when the game is over.

The Demo Games are one of DW's most important contributions to the hobby. Nowhere else do you get the caliber of players, and the in depth commentary, that are a hallmark of this series. So, grab your Dip board, your bag of poisoned darts, and your crystal ball and join us. Who knows. if you're good, you just might end up in the next HOOSIER ARCHIVES DEMO GAME.

AND THE WINNER WAS ...

MICHAEL LOWERY

The one hundred game mark is a plateau in anyone's career. Recently the Carolina Amateur Diplomats (CADs) 100th face to face game (not including tournaments) went on the books. And for all of the nearly five years that it took us to play those one hundred games, we have kept track of the results.

The scoring system used is one of our own design and is also used at DIXIECON (so blame David Hood and myself). Points are awarded as follows: First (i.e., a win) = 100 points; Second = 60 points; Third = 45 points; Fourth = 32 points; Fifth = 20 points; Sixth = 10 points; while seventh place is worth zero points. In addition, each center held at the end of the game is worth two points, regardless of position. Draws and ties for position split the points for the places involved. For example, a three way draw brings those involved 66.33 points each plus 2 points per center ($100+60+45 = 205$. Divide by 3 and you get 66.33). A tie for fifth and sixth place with two centers is worth 19 points each ($20+10 = 30$, $30/2 = 15$, + 4 ($2+2$) = 19.

The current country standings are:

<u>Country</u>	<u>WINS</u>	<u>DRAWS</u>	<u>SECONDS</u>	<u>ELIMS</u>	<u>POINTS</u>	<u>AVERAGE</u>
ENGLAND	6	34	10	21	5900+	59.0
FRANCE	9	34	3+1/3	25	5810+	58.1
TURKEY	5	20	7+ $\frac{1}{2}$ +1/3	31	4569+	45.7
ITALY	5	18	6+1/3	28	4561+	45.6
AUSTRIA	6	21	3+1/3	41	4344+	43.4
RUSSIA	4	20	6	33	4325+	43.3
GERMANY	%	@)	3	35	3988+	39.9

Total

Games: 100
Wins: 40
Draws: 60 (by 168 powers)
Elims: 214

A NEW STAFF MEMBER

Michael Lowery, one of the lower profile CADs, has joined the DW staff as our new Ratings Editor. He will be responsible for keeping us informed on changes in the hobby's rating standings, developments in new rating systems, and anything else pertaining to rating systems; whether pertaining to regular or variant Diplomacy.

If you have questions about, or an idea for a new rating system I suggest you contact him directly. His address may be found on the inside front cover --- if I remember to type it in there.

<u>Country</u>	<u>DRAWS</u>	<u>2 WAYS</u>	<u>3 WAYS</u>	<u>4 WAYS</u>	<u>5 WAYS</u>	<u>6 WAYS</u>
AUSTRIA	22	6	8	6	1	1
ENGLAND	34	17	7	6	3	1
FRANCE	34	16	7	7	2	1
GERMANY	20	8	2	7	2	1
ITALY	18	3	6	7	2	-
RUSSIA	20	7	6	5	1	11
TURKEY	20	7	3	6	3	1
<u>Total</u>		32	13	11	3	1

So what do the standings imply about the various powers? What can we learn from all this? The most interesting thing, at least to me, is the rough parody of the various countries. After 100 games, all countries have shown the ability to do well; there is no hopeless power.

That said, England and France are in a class of their own. No other countries come close to these two powers' ability to rack up wins and draws often, or avoid dying (inspite of being neighbors, even). A good ways behind comes the southern pair: Turkey and Italy. With only some 244 points, a margin which can easily be made up in just a few games, separating all four of the eastern powers; it's fairly obvious that no one reigns supreme in the Balkans. Or, indeed, even comes close. The various powers strengths and weaknesses seem to balance out nicely; certainly no dominant alliance exists and, interestingly, Turkey has only two fewer eliminations than Russia; which has the fewest wins! The cellar dweller is Germany.

One thing definitely happen over the next few games --- more swapping of places. With the small margins separating England and France, Turkey and Italy, and Austria and Russia; one game can bring about big changes in the ratings. That's something we CAD types already know about.

/Editor's Note: I remember back in the mid-1960s asking Sid Gilman and Don Coryell, who I happened to be interviewing for a newspaper story, how they picked their winners for the various football holiday bowls. Coryell had quite a formula worked out based on a team's performance in the past season, its record against its competitor in the bowl, etc. Gilman, on the other hand, just looked at me, as if to ask why I had asked such a stupid question, and said, "On any given day, any given team among the top 100 college teams, in the AFL, or in the NFL could beat any other team. Bowl games are no different. So, go with your gut feelings. And it looks like you've got plenty to work with." I did and it worked. I picked nine out of ten winners that year./

WHAT IF?

What I would really like to see is the results of the CAD games broken down by individual performances. How well do David Hood, Morgan Gurley, Dan Sellers, etc. do when they play these various powers? Country stats are one thing, but player stats are quite another. Perhaps, with luck, Michael will enlighten us in time for DIPCON.

My experience over the years has been that good players tend to do well, no matter what power they draw; and poor players do poorly --- again, no matter what power they draw. Anybody know any exceptions to that thesis? Let's hear about it.

1989 Marco Poll

rank	zine title	points	v	f	avg
1.	FIAT BELLUM!	37			
1.	HOUSE OF LORDS	37			
3.	Rebel	32	10	2	3.2
4.	Kathy's Kornor	26	7	1	3.7
	Penguin Dip	26	9	1	2.9
6.	The Canadian Diplomat	25	8	2	3.1
	Praxis	25	8	3	3.1
8.	benzene	23	6	2	3.8
9.	Diplomacy Digest	19	6	1	3.2
10.	Costaguana	18	5	1	3.6
11.	Retaliation	17	8	1	2.1
12.	Cheesecake	15	6	2	2.5
	Northern Flame	15	5	1	3.0
14.	Passchendaele	14	3	2	4.7
15.	Vertigo	13	3	1	4.3
16.	Comrades in Arms	12	5		2.4
	Diplomacy World	12	4		3.0
18.	Cathy's Ramblings	10	6		1.7
19.	Hagalil Hamaarvi	9	2		
20.	Excitement City Unlimited	8	3		2.7
	The Prince	8	2	1	
22.	Who Cares?	7	2		
23.	The Appalachian General	6	3		2.0
24.	Clandestine Activities	5	2		
	Ohio Acres	5	1	1	
	The Scribblerist	5	2		
27.	Denver Glont	4	1		
	The Diplomat	4	1		
	Frobozz	4	2		
	The Messenger	4	1		
	News From Bree	4	1		
	Not New York	4	3		1.3
	Ter-ran	4	2		
34.	receiving three points on one vote each: Baseball America, The Boob Report, Fol Si Fie, The Home Office, Kaissa, The Last Resort, The Zine Register.				
41.	receiving two points on one vote each: , Carolina Command & Commentary, The Dark Mirror, Quinipique, Politesse, Prisoners of War!				
46.	receiving one point each on one vote: Bushwacker, Disease City, Excelsior, Life of Monty, Magus.				

v = number of votes, f = number of first place votes

As with all polls, this is hardly definitive, but 41 ballots were cast (several with fewer than 5 zines and several with fifth-place ties). TIES ARE NOT BROKEN; tied zines are listed in alphabetical order. Perelandra, despite temptations to the contrary, will not be included. A total of 493 points were given to the listed zines as follows: first-place vote worth 5 points, second worth 4, down to a fifth-place vote worth 1 point.

Thank you to the voters, and to the zines which mentioned the poll. I'll be willing to conduct this again next January if there is interest in it then. Copies of this page are available from me:

Pete Gaughan, 3105 East Park Row #132, Arlington TX 76010

C L I N E 9 - M A N V I :

by David Rothery.

(Based on the variants by R.B. Cline, F.C. Davis, Jr., and A. Poole.)

(ARDA # ch10/09)

1) All the usual rules of Diplomacy (1971 rules) apply except where amended below.

2) The regular Diplomacy board is used with the alterations and additions as shown on the enclosed game map.

3) In addition to the seven usual players of Diplomacy a further two powers are added, with initial placements as follows :

Barbary States	F Tunis	F Casablanca	A Algiers
Persia-Arabia	F Jerusalem	A Mecca	A Tehran

4) Other changes in initial placements are as follows:

Turkey	A Constantinople	F Ankara	F Smyrna
Italy	A Rome	F Naples	A Milan

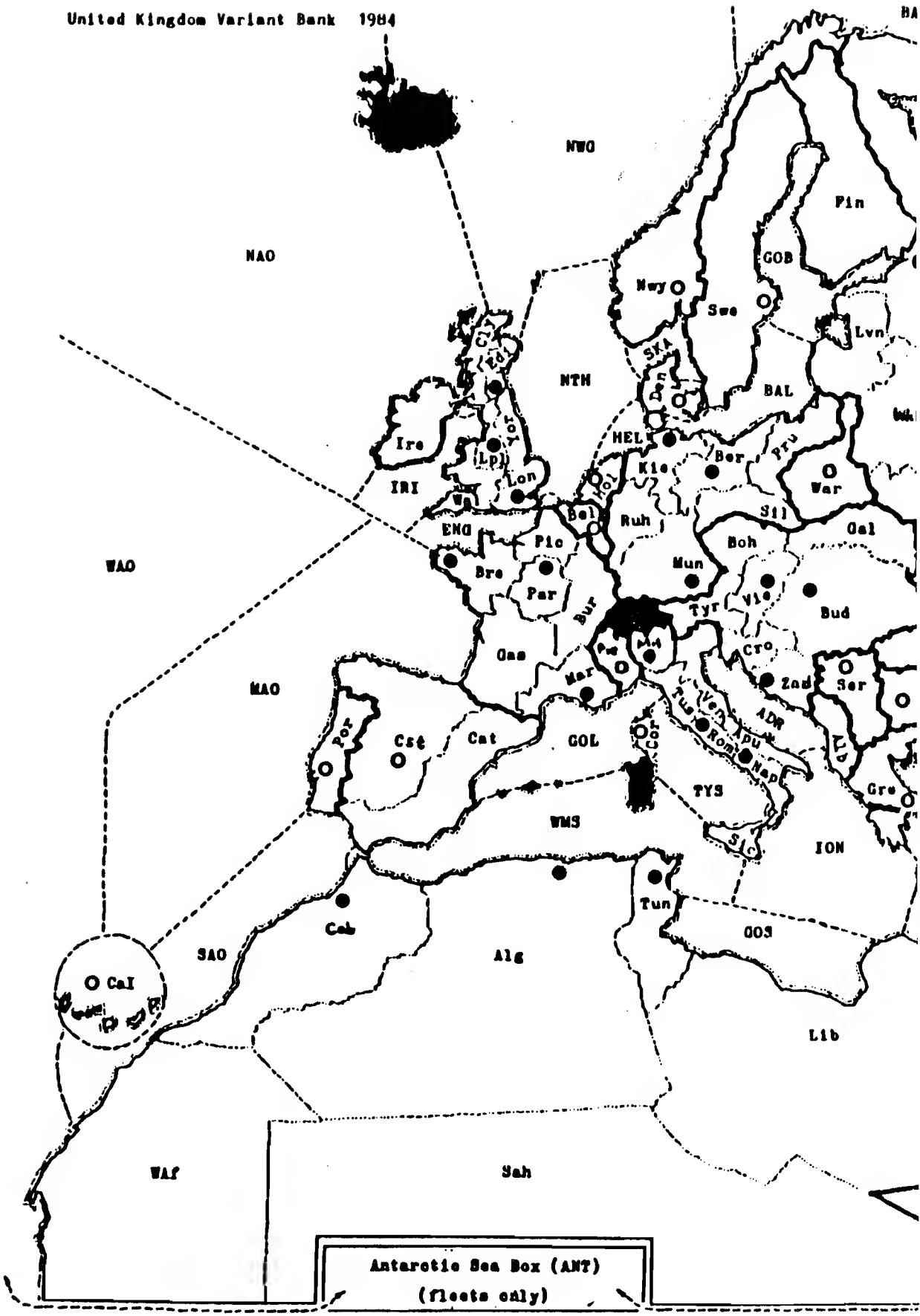
The initial placement of the other five regular powers remains the same, except for Russia which loses a home centre at Warsaw, but gains a special build centre at Arkangel, which has an initial placement of A Arkangel.

5) The special build centre at Arkangel is not a supply centre in its own right and, therefore, can not be counted as such for any power taking the province. It is only a build centre for Russia (not a supply centre) and allows the building of Russian units (but not their entitlement) in Arkangel. Russia must take a neutral or opponent power supply centre by the first Autumn season or one unit will have to be removed, as it enters play with four units but only three supply centres.

6) With the extension of the board, seven neutral supply centres have been added. These are Sudan, Egypt, Crete, Corsica, Canary Islands, Warsaw and Piedmont. The Canary Islands are like a coastal province in that armies may be convoyed there and fleets may move to and from any adjoining sea space.

7) With the new powers and neutrals there are now 45 supply centres on the board and so the total required for outright victory is now 23.

8) Direct passage exists between Ireland and the Clyde

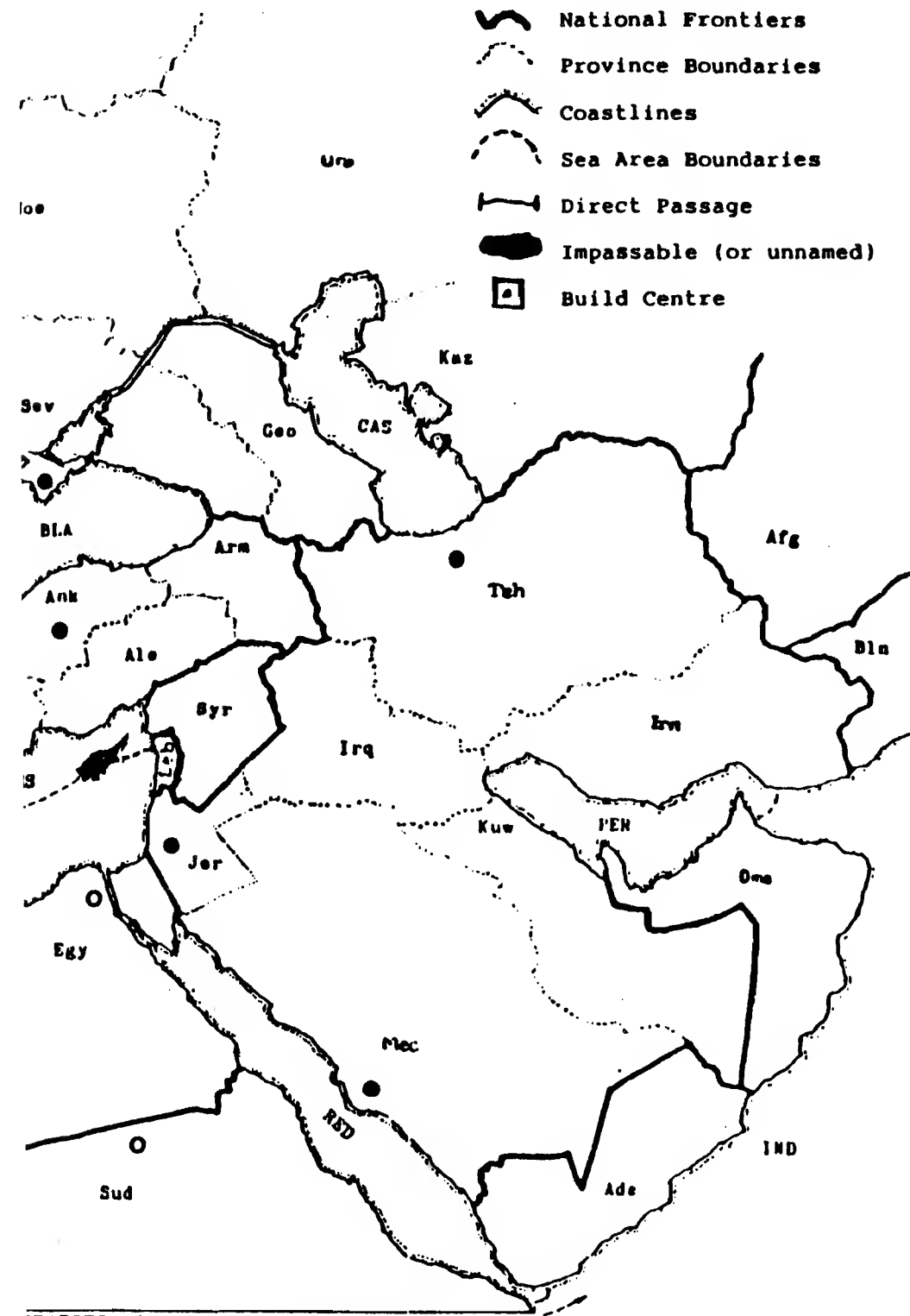


Cline 9-Man VI

by David Rothery

(based on variants by R.B. Cline, F.C. Davis, Jr. and A. Poole.)

- Home Supply Centre
- Neutral Supply Centre
- ~ National Frontiers
- - - Province Boundaries
- ~ Coastlines
- - - Sea Area Boundaries
- Direct Passage
- Impassable (or unnamed)
- Build Centre



and between Naples and Sicily. Both armies and fleets may move without being convoyed directly from one of the paired provinces to the other, as with any adjacent space. This is due to the direct passage or 'Moses' crossing which links these provinces. Fleet movement from NAO to Lpl or from TYS to ION is not affected.

9) Jerusalem has only one coast, bordering SMS. It does not have direct access to the Red Sea. Similarly, Egypt and Mecca do not have direct access to each other.

10) The Canals:

a) Kiel Canal, Dardanelles and Denmark/Sweden all operate as normal.

b) Suez Canal divides Egypt into two parts which still form a single province. It operates just as with Kiel and Constantinople; an army may move through Egypt without concern for the canal, a fleet may move through Egypt using the canal.

c) Volga Canal creates the possibility of fleet action in the Caspian Sea which is now passable. This means that fleets may move through the canal using the adjoining land provinces that have true coasts (i.e. Sev, Geo, Ura) as if they are coastal spaces. The canal affects Sev in a similar way to the normal canals through Kiel, Constantinople and Egypt. Armies may move freely across the line of the canal, their movement is in no way affected by its presence. The canal also forms the boundary between Moscow and Georgia. Armies may not be convoyed through the canal. Moscow cannot be occupied by fleets as it does not have a true coast, thus no fleets may be built in Moscow.

11) Antarctica:

The Antarctic Sea box is a special off-board box province which links WAO and IND and allows a fleet to sail 'round the cape'. Fleets may move this way but no convoys are allowed via this route. No other province may be used to round Africa, only one fleet can occupy ANT at any one time, and may be attacked, supported and give support to or attack from this position.

12) New province abbreviations:

Ade	Aden	*Jer	Jerusalem
Afg	Afghanistan	Kaz	Kazakhstan
Ale	Alexandretta	Kuw	Kuwait
*Alg	Algiers	Leb	Lebanon
ANT	Antartic Sea	Lib	Libya
Ark	Arkangel	*Mec	Mecca

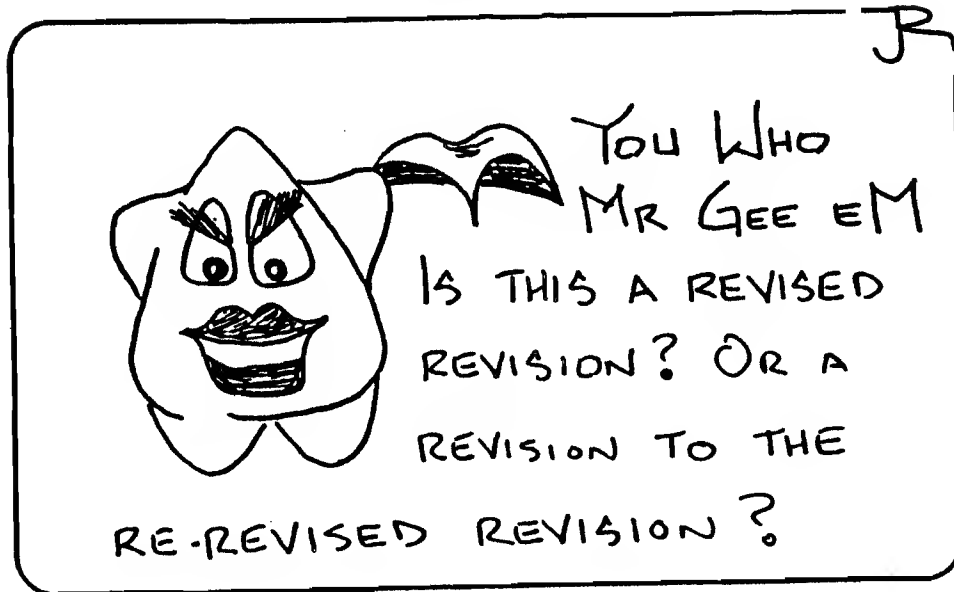
Bln Baluchistan
 *Cab Casablanca
 *Cai Canary Islands
 *Cst Castille
 CAS Caspian Sea
 Cat Catalonia
 *Cor Corsica
 *Cre Crete
 Cro Croatia
 *Egy Egypt
 Geo Georgia
 GOS Gulf of Sirte
 IND Indian Ocean
 Ire Ireland
 Irn Iran
 Irq Iraq

*Mil Milan
 Oma Oman
 PER Persian Gulf
 RED Red Sea
 Sah Sahara
 SAO South Atlantic Ocean
 Sic Sicily
 SMS South Med. Sea
 *Sud Sudan
 *Teh Tehran
 Ura Urals
 Waf West Africa
 WAO West Atlantic Ocean
 Whr White Russia
 *Zad Zadar

(* - indicates a supply centre.)

Thanx to DIPSO MANIA for this variant's rules and map.

DIPPY DOODLES



ESSENTIAL DIPLOMAT'S LIBRARY PROJECT

Response to my proposal for an Essential Diplomat's Library Project was excellent. As soon as I find the list of who volunteered to write what I'll be in touch with you. In the meantime, if you remember, go ahead and get started. We are looking for short (1 legal page) essays on a wide range of game and hobby related topics. These are designed to answer basic questions about the subject and each essay will be part of a continuing and expanding library available to hobby members.



EMPEROR CHARLES I OF AUSTRIA in his coronation robes as
KING CHARLES IV OF HUNGARY,
EMPRESS ZITA

WORLD WAR ONE: ANOTHER LINK IS BROKEN

There are few links left between today's world and that of World War One, especially living ones. One of the most important of the second group passed on recently. We present two different views on the importance of Zita, last empress of the Austro-Hungaria Empire, a role model if there ever was one for any woman Diplomacy player.

AUSTRIANS BURY THEIR LAST EMPRESS:

ZITA HAD SPENT SEVEN DECADES LIVING IN EXILE

Vienna, Austria -- Old Vienna dusted off its imperial finery Saturday to lay to rest Austria's last empress, paying a regal tribute to a woman who remained quietly true to her lost crown and to the late emperor throughout seven decades of exile.

For the first time since the 600 year old Austro-Hungarian monarchy was dissolved in 1919, the ornate black imperial catafalque --- borrowed from the Museum at the Schonbru Palace --- rolled past the old palaces and baroque temples of central Vienna to the imperial burial vault. There, under the Capuchin Church, Zita, empress of Austria and queen of Hungary, was laid to rest among the richly decorated caskets of the Hapsburgs.

Empress Zita, as she remained known through her long exile, died March 14 at 96 in a Swiss nunnery where she lived her last years. Married in 1911, crowned in 1916, exiled in 1918 and widowed in 1922 with eight children, she lived modestly in seven different lands, including Canada and the United States during and after World War II.

It was only in 1982, after her 90th birthday, that Zita was allowed to visit Austria, and tens of thousands came to welcome the quiet woman who never renounced her crown and wore only black from the day her husband died.

According to estimates, 40,000 people turned out Saturday despite a thundershower that interrupted a sunny day as the first strains of Mozart's Requiem (You heard it in the final scenes of AMADEUS.) echoed through the Gothic arches of St. Stephen's Cathedral.

The service was timed to the moment 67 years ago, on 1 April, 1922, when Zita's husband, the Emperor Charles, died in Madeira. His body is still there, awaiting transfer to his wife's side in Vienna.

Millions more watched the four and one-half hour funeral live on Austrian State Television, mesmerized by a spectacle that raised feelings ranging from nostalgia, national pride, fascination, and a touch of guilt to plain curiosity.

"We're here because this is history," said Waltraub Holzer, who, with her husband, Hubert, attended the service in the cathedral and stood in the rain watching the cortege. "It's very important for Austrians to recognize this is their history, too. We cannot just say there was Hitler and now a small neutral country, and disregard 600 years of history."

As World War II drew to an end, the exiled monarch, then living in Tuxedo Park, New York, campaigned in the United States to gain Austria its independence and neutrality, including appealing directly to President Franklin D. Roosevelt.

For most of those who came Saturday, as for the thousands who passed by Empress Zita's bier in the days she lay in state, it was above all a chance to touch a rapidly fading history, to reconcile a scaled-down, Republican, sedate present with a grand and extravagant past.

As the bells of St. Stephen's tolled, princes and dukes in formal mourning attire, farmers in feathered caps and multicolored national costumes, members of Catholic student clubs in embroidered caps, old soldiers in antique uniforms, members of ancient orders in flowing capes all joined in singing the old imperial anthem.

The many tongues of the old empire that had covered most of central Europe mingled in the great church and the streets outside --- mostly German and Hungarian, but also Croat, Czech, Polish, Italian, and Slovenian.

Thousands of Hungarians were there, evidence of a new fascination with the monarchy that has come with the loosening of the Soviet bonds.

The death of Zita was noted reverently in the Hungarian press, and Hungarian television devoted a long program to her on the night of her death. The cardinal of Budapest is scheduled to say a memorial mass on Monday.

Born Princess Zita of Bourbon-Parma in 1892, she married Archduke Charles in 1911, and thus became embroiled in the tumultuous last years of Emperor Franz Josef's reign.

His heir, Rudolf had committed suicide; his wife, Empress Elizabeth, had been murdered by an assassin; and his next heir Franz Ferdinand, was the victim of the celebrated murder at Sarajevo that triggered World War I.

Thus the succession passed to Franz Josef's nephew, Charles, who in 1916 reluctantly became the Emperor Charles I of Austria and soon after King Charles IV of Hungary (see photo).

History records that Zita did what she could to help in the losing battle to regain the thrones, and in 1918, refusing to abdicate, the couple was forced into exile.

/Editor's Note: The above report appeared in the New York Times and was republished in many newspapers, including the San Jose Mercury News, Sunday, 2 April, 1989. It appeared with a picture and the caption under it read: "PAYING TRIBUTE --- Austrian President Kurt Waldheim, left, his wife, Elisabeth, and Grand Duke Franz Josef and wife Gina of Liechtenstein attend the funeral Saturday for Empress Zita at St. Stephen's Cathedral in Vienna. There was no picture of Zita's oldest son, Otto, who is the present claimant to the vacant Austro-Hungarian thrones./

ZITA: A DIFFERENT KIND OF PROFILE IN COURAGE

Michael P. Maston

An event of great importance happened this last spring. On Wednesday last, Her Imperial Majesty Zita, Empress of Austria and Queen of Hungary passed into history. Now, by the time of her death, she was already living history! She was the consort of Emperor Karl (Charles), the last Hapsburg ruler of the multinational empire known then as Austria-Hungary. The Dual Monarchy, as it was known, was a central European nation incorporating modern day Austria, Hungary, Czechoslovakia, Yugoslavia, and parts of Italy, Albania, and more. Unfortunately Austria was part of the Central Powers alliance in the Great War, as the First World War was then known. As a result of that war, the Austro-Hungarian Empire was completely dismembered and the stage was set for Second World War. Just imagine, Austria the cause of two major conflicts during this century. Now one may say, "We know that Austrian diplomacy precipitated the Great War, but how did Austria start the second one? Everyone knows that Hitler started the second one. That statement is only half true. Where did Hitler come from? Austria, of course. He was born in Austria and lived in Vienna during his youth. And, of course, Austria was the first country that he annexed before the beginning of the Second World War. But we are getting ahead of ourselves at the moment. A brief narrative of Zita's life and times seems in order first.

She was born a princess in her own right. She came from the duchy of Bourbon-Parma; which was one of the numerous states in the Italian peninsula before the establishment of the unified Italian kingdom, a nice concept but not a reality. Her father had been deposed as a result of the founding of the Kingdom of Italy. Italy today still has a number of these minor royal families throughout the nation, and most are members of these various families that were legitimate rulers of their own territories and lands in their own right --- not the House of Savoy (the Italian Royal Family). The House of Bourbon-Parma is related to the French Royal Family, already out of power since the 1840s. Zita had at least two brothers. At the time of her birth, Austria-

Hungary was ruled by emperor Franz Josef who had been on the throne since 1848. His only son, Crown Prince Rudolf had killed himself along with his mistress at Mayerling. Empress Elizabeth was killed by an anarchist just before the turn of the century. In those days, it was a risky business indeed to be of the blood royal or imperial. And frequently the blood that flowed was your own. Zita married Karl Franz-Josef in 1911. At that time, he was second in line to the throne behind Franz Ferdinand. He would inherit the throne on the death of Franz Ferdinand because Franz had married morganatically. Zita was a strong-willed woman who knew the family's history and these facts. She had a strong sense of dynasty and had seen what had happened to his deposed father. She had married very well, because the Hapsburgs were a very old and honored central European dynasty that had figured in European history since the times of Rudolf, Count of Hapsburg in the 12th century. The Hapsburgs were the emperors of Mozart, Beethoven, and Brahms. Vienna was, indeed, the center of Europe. In many ways the Dual Monarchy was the most enlightened monarchy in Europe and the last, best hope of the Old Order. Karl was the grand nephew of Franz-Josef, the link between the new and old orders.

Sarajevo changed everything. Now the previously all but ignored Karl was number one in the line of succession (Remember that Franz Josef was in his eighties.) and a great war had just started. Austria started the war, but it was Germany that ran the show! The war had to be stopped, but nothing really happened to slow down or stop the war as long as the old emperor was still around. In November of 1916, Franz-Josef died and was succeeded by Karl and Zita. Zita had had two brothers, both in the service of the allies, and not the central powers. Zita was indeed the power behind the throne. She met with her two brothers, and used them as emissaries to the French and English, to pull off an armistice. If her ploy had worked, that would have meant the continuation of the Hapsburg monarchy. Karl was very interested in stopping the war. He saw no future for Austria-Hungary in a continued war with the Allied Powers. He also knew that if the Americans entered the war, the end of the monarchy would come that much sooner. The Sixtus Affair, as the secret meeting came to be called, ended in failure. The German Kaiser found out about it, and that further mended Austria's future with that of Germany. We all know what happened. When the Armistice took place, the German Kaiser left his country. Later he abdicated all his titles, including that of King of Prussia; which he had stated he would never renounce. The Austrian Emperor was approached by his ministers and urged to abdicate his Austrian titles. He considered it, but when Zita found out, she hit the roof (Remember the Doors? The Hofburg had very high ceilings as well as very wide doors.). She reminded him that kings don't abdicate, but are removed. If Karl were removed; then Otto would be the new sovereign; and "that there would be enough Hapsburgs" to continue the line. In the end, Karl did not abdicate, but just renounced his participation in the future government of German Austria. The very next day, Karl's Hungarian ministers also asked for abdication, but Karl only indicated the same thing that he had stated in German Austria. He never renounced any of his titles; and his son, Otto von Hapsburg, today is the recipient of those titles. From that point on, Zita took over the family. She went with Karl into exile in Switzerland. When the German Austrian government took over from the Imperial ministers, it declared the Hapsburgs persona non grata. A clause was inserted into the new constitution that none of the Hapsburg family members were allowed into Austria, without first recognizing the republic, and renouncing their claim to the throne. This kept the family out of the country until after World War II. When the Austrian government was re-organized in the late 1940s, the big power treaty with Austria tucked away a clause into the document that forbade the Hapsburgs from any future Austrian government.

In 1922, when Karl went to Hungary to try to regain the Hungarian throne, the pregnant Zita insisted on flying with him to Hungary, and went with him to that final battle outside of Budapest. At the end of that brief encounter, Karl's hopes for restoration were dashed forever. He and his family were banished to Madeira where he died a year later. Zita and her large family of eight went to various castles in Europe, and wound up in Belgium, living in a modest house and raised her children and chickens!

She instilled a strong sense of dynasty in the children. I'm not sure what she taught the chickens. When Hitler invaded Belgium, she and her family fled to Canada, and then the United States, and stayed at Tuxedo Park. After the war, she went back to Switzerland. Her son, Otto, also moved to Switzerland, but not the same town. Her son, Otto von Hapsburg, is an avid internationalist and is working toward a united Europe. He still clings to his titles (Otto I, Emperor of Austria and Otto II, King of Hungary) and sidesteps any restoration questions. About ten years ago or so, Austria relaxed it's ban on the entrance of the former imperial family into the country. Otto travelled throughout the country promoting his idea of a united Europe. When he travelled in Austria, Otto had to recognize the Republic, but he didn't have to renounce his titles. Zita, however, never approved of Otto's entry into Austria except as Emperor. From the time of Karl's death, she always wore black. Today, Otto comes and goes as he pleases throughout Europe; but Zita, old and frail, stayed in exile from her former kingdoms. She always reminded all of her children of who they are, and what that means --- even in today's world where emperors and kings are a minority. She always wore black, and she died in exile, in a small Swiss nursing home. She was the last surviving major participant of World War I, and if she had won the peace back in 1917, today she would have been afforded a large state funeral, with Emperor Otto and a whole empire in mourning. Surely President Bush would have gone to this imperial funeral without stirring up old wounds of combat, just as he participated in the state funeral for Japan's Emperor Hirohito. But, alas, such was not the case. She died a proud, old woman of a long bygone era, who rated something more than a one liner on the evening news, and an often editorially biased obituary back in section two of most newspapers. She laid in state in Vienna in the old Capuchin church, and was buried along with her ancestors in the Hapsburg family crypt beneath that church. And what of her old neighborhood? Austria today is a tiny, independent and prosperous nation. She is neutral in world affairs. Vienna is a fine old city that caters to tourists. Vienna is the entry point for Russian Jews who come from the Soviet Union, before they go on to Israel or perhaps the United States. And what of her old house, the Hofburg? Today a Nazi lives there.

POSTLUDE: LEGENDS DO NOT DIE

Legends do not die. They may change, and usually do, with age, but they do not die. Somewhere, somehow, someone cares enough. Otherwise they would not be legends. The Hapsburgs, along with the Romanovs, the Rothschilds, the Du Ponts, and a few more families whose importance transcends all international boundaries, are still very much with us. The news report, and Mike's article, both mentioned Otto von Hapsburg. Even as you read this the Hungarian Parliament is debating a bill that would create a ceremonial position of national "president" and require its holder to be a non-communist. There is even talk that Otto's Hungarian citizenship, taken away from him in the 1920s, will be restored. All of this, of course, intended to ease the way the way for a Hapsburg to return as a symbol of power in Hungary.

That might seem silly, but Otto is a member of the Parlement of the Council of Europe, a symbolic position but, nevertheless, an important one in a continent where symbols are often more important than realities. Nor is Otto the only Hapsburg waiting in the wings. Did you know, for instance, that one Hapsburg family member, just a generation behind Otto, has close ties to the Diplomacy community. What if?

And the Hapsburgs are not the only imperial family currently enjoying a renaissance. One member of the Soviet Parliament recently proposed that Lenin, like Stalin, be buried for good. And just as quickly a member of the Soviet literary underground suggested that the last Russian Tsar, Nicholas, be moved into that granite tomb outside the Kremlin wall. Stay tuned for further developments.

THREE SELECTED TOPICS IN POWER POLITICS

FROM THE VIEWPOINT OF A DIPLOMACY PLAYER

ALLAN B. CALHAMER

THE SANDWICH:

THE STRONGEST POWER AND THE WEAKEST POWERS ALLIED AGAINST
THE INTERMEDIATE POWERS

From time to time in a game of Diplomacy the strongest power and the weakest powers find themselves in alliance against an alliance of intermediate powers. The intermediate powers ally against the strongest power to keep that power from running away with the game.

The weakest powers might be expected to join that alliance, but frequently they do not. This result is due sometimes to a tendency on the part of the intermediate powers to prefer to knock the weak powers out, rather than allying with them; because they do not wish to deal with so many different views in council, because they believe the combined total of pieces would be better coordinated if they were in fewer hands, and because they believe they can still pick up a small, quick profit without jeopardizing the common effort against the dominant threat.

The weak powers in turn have divided motives. They lose if the dominant power wins, but they also lose if they get knocked out by the intermediate powers. In this position they may be willing to run the risk of dealing with the dominant power.

The dominant power, in turn, may find that there is no useful negotiation he can conduct with the middle powers, so he may as well turn to the little powers. The battles frequently close between the dominant power and the intermediate powers; the alliance may outnumber the big power by a little, but its pieces are seldom so efficiently placed as those of the single power. In this close situation, even a one-unit power might be able to toss in a key support. The big power may as well spend his time soliciting this support. The little power may be willing to give it just to be doing something. I consider this diplomatic effort by the big power to be an important element of good play.

A real life example of this situation might be found in the Near East, where Israel is conceded to be the strongest power, and Jordan and Lebanon the weakest. The remaining Moslem countries in the immediate vicinity formed combinations against Israel, of which Jordan was at least a nominal member, and fought several unsuccessful wars against Israel.

At the same time, rumors circulated that members of the combination wanted to divide Jordan among themselves. This situation led me to suspect that Israel and Jordan might ally, or, if that result proved impossible, Israel might just unilaterally guarantee the territorial integrity of Jordan.

As it happens, things did not develop quite that openly. On the occasion of the last Arab-Israeli war, Jordan did not appear to act until a few days had passed and it seemed clear that Israel had won. When Jordan lobbed a couple of artillery shells across the river into Israel, an act that received banner headline publicity; some might have thought it curious that Jordan waited until the war was over, and then entered feebly on the losing side. I recall one citizen snorting, "Hussein blew it!"

/38/ However, nothing had seemed to happen to Jordan as a consequence of this act. Eventually, it occurs to the observer that the shells might have been lobbed into a carefully specified place by pre-arrangement with Israel, so that Jordan could give the impression that it had fought alongside the intermediate powers, without offending Israel; and Jordan might have had to rely on to keep the intermediate powers from carving Jordan up.

Some object that that developments in the Near East are determined by ideology rather than policy. However, recently it has been revealed that, during this period, Hussein held three secret meetings with the Israeli prime minister; two, if I recall correctly, with Meir and one with Rabin. It seems much more likely that they discussed policy, not ideology.

It should be mentioned in this connection that ideology can be manipulated to a certain degree in the interests of policy. It used to be the case that, in every village in Egypt, there was a single radio, in the center of town, always tuned to the government station. All day, every day, it broadcast government propaganda. As long as it was in Egypt to broadcast the most intense anti-Israeli propaganda, that is what the Egyptians would hear; but once the government had concluded an arrangement with Israel; this propaganda could be greatly muted, and, over a period of time, the whole national impression of Israel could be eased down to a lower level of antagonism.

It should also have been logical for Israel to attempt to develop some similar relationship with Lebanon. As in a game of Diplomacy, we can only guess what arrangements actually have been made, from what we know of the developments. It appears from evidence that Lebanon was so divided that it was difficult to deal with the country as a whole. An arrangement with the government might have ended up in practice as an arrangement with the Christian faction only, and in practice Israel seems to have an arrangement with that faction; while one of the intermediate powers has occupied part of Lebanon.

Eventually, the sandwich disappeared altogether because of the arrangement between Israel and Egypt. This arrangement, of course, was made at the behest of the United States; which contributed a huge sum of money to facilitate the agreement. Various other outside threats also affected the situation; threats from both Russia and China had been perceived.

The magnitude of the Israeli-Egyptian agreement might be indicated, by the way, by noting that the population of Egypt exceeds the combined population of Lebanon, Syria, Jordan, Iraq, Saudi Arabia, and Libya. The population of Iran is close to that of Egypt.

MINING THE HARBOR:

VERSUS AERIAL BOMBING IN VIETNAM

The Diplomacy player wants to make parallel comparisons between different strategies. There is some question whether that type of comparison was ever made between the choice of mining the harbor of Haiphong or aerial bombing of North Vietnam. There is even some question whether these two alternatives were treated as alternatives as well. Many people, asked about the matter, seemed to confuse the two, raising objections to the bombing which did not logically apply to mining the harbor. The United States mined the harbor only very late in the war, along with an intensified bombing campaign, as if the two choices were somehow necessarily linked. When the North Vietnamese agreed to begin negotiations; commentators attributed this decision to the intensified bombing, even though, for all we know, it might have been brought about by the mining of the harbor, even in the absence of any aerial bombing.

The mining was done in a single air raid; if I understand rightly, there were no losses on that single raid. The aerial bombing was done incessantly on a daily basis, and of course there were losses from time to time; which must have added up as the bombing went on and on. The mere operating cost of many raids, exclusive of losses, must have been many times the cost of a single raid.

The mining stopped the inflow of supplies to North Vietnam completely, since the sea captains refused to attempt to enter the mined harbor. Thus the mining was one hundred per cent perfect in attaining the objective of stopping the flow of supplies. Aerial bombing never came close to that effectiveness. The Ho Chi Minh Trail was in fact a wide network of trails; which operated like a continuous pipeline. There did not seem to be any especially important points on it to hit --- one point was like another --- and no single point was of exceptionally high value. It was claimed that, in many cases, the bombs cost a lot more than the targets: ten thousand dollar bombs were dropped on thatch huts or jungle trails. The mines, on the other hand, in all likelihood did not cost nearly as much as the ships that they were barring from the harbor.

Inasmuch as the ships did not attempt to enter the harbor, there appear to have been no casualties at all from the mining operation, either friendly or enemy; not so much as a ship's cat. It is a remarkable military operation that is one hundred percent effective at achieving its objective, without accepting any losses, and without even inflicting any casualties on the enemy. Even the peaceniks should have been able to approve of such an operation!

The danger of hitting the wrong objective by mistake seems to be infinitely less in a mining operation than in aerial bombing. Aerial bombing necessarily killed or injured many civilians, and on at least one occasion a hospital was hit by mistake.

Occasionally someone has replied to this argument with the statement that the aerial bombing destroyed every bridge in North Vietnam, as if this result were a valuable accomplishment in itself. If, however, the purpose is to stop the movement of supplies, obviously the mining of the harbor was far superior, since all the ships stopped coming in altogether. After the mere destruction of all the bridges, the ships still came in, unloaded, and went back for another trip; while the supplies still moved into the Ho Chi Minh Trail in a continuous pipeline. Doubtless the movement of supplies was slowed up by the destruction of the bridges, but why prefer to slow it up when you could stop it altogether?

Aerial bombing of Haiphong harbor might have been attempted, but that would have involved attacking whatever flag was in the harbor; which would have been diplomatically less desirable than just keeping those ships out from the start. Instead of losing the ship, the foreign power just wastes a trip with it; which does not seem like a big complaint.

Supposedly, Nixon held off on the mining of the harbor for fear of Chinese reaction. He apparently held off for years while he paintakingly established diplomatic relations with China, so that he could bring the matter up. This approach seems to have been unduly fastidious under the circumstances.

The mining of the harbor could have been done the first thing off the bat, before five hundred thousand American troops had been sent to South Vietnam, and before the air bases had been established in Thailand and the carrier-based bombing of the North had begun. One need only ask which course of action would have been more threatening to China. The mines would just lie there, in Haiphong harbor. The likelihood that they would move against China is a total absurdity.

Not so the use of the five hundred thousand men, or the bombing planes from Thailand, or the carrier-based bombers. The planes could have been disposed against China at a word; and the men could have threatened China if they had moved into North Vietnam. It was apparently for this very reason that the troops were not allowed to enter North Vietnam. The Chinese had demonstrated in Korea that they were willing to enter a war in such a situation. As in Korea, there was solid Communist territory from the battleline all the way to Murmansk, and too great an advance would risk bringing another, more powerful Communist country into the action; so it was necessary to hold up at some point. It was then impossible to win the war, since the enemy always had a territorial base to retire to. Thus the war could not end except by negotiation, or by giving it up. Experience in Korea showed that negotiation could go on practically forever.

Incidentally, the argument was frequently aired in the United States that it was necessary to move into Cambodia, because otherwise the Communists could use it as a sanctuary to repair to during action in Vietnam, putting our troops at a serious disadvantage. The identical argument applied to North Vietnam as well, but was hardly ever aired, obviously for fear of bringing China into the war.

Since mining the harbor would have been almost totally non-threatening toward the likelihood of China responding by entering the war was logically very small.

There remains the possibility that the Chinese would have entered anyway, in response to mining the harbor, even though it wouldn't have been quite logical. The Diplomatic player knows that you have to consider this possibility. If diplomatic relations existed, it would have been easy to explain the alternatives, to show that mining was non-threatening. Without diplomatic relations, the problem admittedly required of a shot in the dark. Even so, though, the mining of the harbor required a negligible commitment, compared to the landing of troops.

There is also the possibility that the American troops were sent there, not principally to fight the Viet Cong, or North Vietnam at all, but principally to be there first in case the Chinese were considering a sweep into that part of the world. This possibility might explain why the American army was committed into a guerrilla war, although it never been particularly good against guerrillas, and has little experience against them and does not seem to be well organized to deal with them. Reportedly the generals determined to maintain the Army as a field army prepared to meet another field army and consequently were unwilling to retrain it for optimum performance against guerrillas.

If, however, that was the real reasoning, it seems to have resulted in taking far too much immediate disadvantage for the sake of contingencies calculated too far ahead.

I suppose the case shows the advantage of maintaining diplomatic communication through which China could have been sounded out right at the start. However, there is little to indicate that America clearly understood the extreme advantage of mining the harbor, as against the alternatives undertaken.

PAIRING

IN THE DIPLOMATIC STRATEGY OF DE GAULLE

If a congressman wishes to be absent from Congress on a day when an important vote is scheduled, he may pair himself with a congressman who expects to vote on the opposite side. They both stay away; thus they can attend to other business, without affecting the plurality on the question at hand.

In the diplomatic strategy in which De Gaulle allied France with the North Atlantic Treaty Organization (NATO), while refusing to subject France to the supranational organization of NATO, circumstances suggest that De Gaulle may have followed a strategy of pairing France with China.

The Communists took over China in 1949, and immediately contracted a military alliance with Russia. In 1959, the Red Chinese began blasting Russia with a withering fire of criticism, but without abrogating the military alliance. Many outsiders wondered whether to believe that the Chinese were serious, and they suspected a trick for a long time.

Eventually, for a long series of reasons --- (1) Russia never tried as hard as one might expect to maintain this contact. When the Reds took over China in 1949, Russia did not even name a new ambassador, but merely re-accredited their ambassador to China, Kai-shek to Maoist China. (2) Mao is said to have been jealous that the Russians did not treat him as the leader of world Communism after Stalin died. (3) China made an economic strike which reduced its dependence on Russian oil. (4) The Russians had considerable influence in North Korea, North Vietnam, and Outer Mongolia; which gave the impression of encircling China. (5) There was a boundary dispute between Russia and China, and Russia maintains a large armed force on its frontier with China. --- outside observers accepted the conclusion that the Chinese were genuinely, seriously at odds with the Russians, although they were continuing a Communist course and remaining in the military alliance with Russia.

At about this time, De Gaulle agreed to place France in a military alliance with NATO, but declined to permit any integration of French forces or capabilities under NATO.

command. Very shortly afterward, France became one of the first non-Communist countries to recognize Red China.

American observers, heavily critical of De Gaulle, tended to blame his action on an alleged personal fascination with glory. I am not aware of any mention of any relation to the action of the Chinese.

Since De Gaulle spent his life in the military, and was successful enough at it to become a general and the head of state, it is reasonable to suppose that he paid at least a little attention to personal honor, perhaps even glory.

However, the Diplomacy player knows that you cannot attribute the behavior of a state solely to the personality of the player, or even to that and the immediate position of his country; you still have to consider the position of his country in relation to the balance of forces over the entire board. De Gaulle could hardly have been unaware of the state of Russo-Chinese relations. Not only could he read about it in any newspaper, but he also had a diplomatic corps that had the duty of sending up confidential information on these things, from points all over the world.

It is an easy supposition that De Gaulle reasoned that, if China wandered a little way away from Russia, De Gaulle could afford to wander a little way away from NATO. Since, however, China retained the military alliance with Russia, De Gaulle would accept a military alliance with NATO.

De Gaulle might even have been willing to wander a little further away from NATO, if China had been willing to wander a little further away from Russia. To coordinate any such joint venture, you would need representation; hence recognition. As it happened, China did not wander any further, so neither did France. Like the paired congressmen, however, both had a greater measure of freedom than otherwise, and perhaps the balance between the two major alliances remained the same.

Actually, the West probably was better off than the East, because France never seemed to develop the hostility toward NATO that China developed toward Russia, and China is probably stronger than France.

Some people might argue against this thesis by arguing that there is no comparison between China and France. Not everyone is aware that France is a pretty strong country, although of course below the superpower level. Due largely to developments under De Gaulle, France emerged with an independent nuclear striking force which includes several nuclear submarines with Polaris-type systems (i.e., they fire missiles without surfacing) as well as aircraft and ground based IRBMs. Thus France is the strongest country between Russia and the United States, on the Atlantic side, just as China is on the Pacific side.

Our purpose here is to understand, not to praise or criticize; but we might mention, for the sake of breadth of discussion, that criticism of De Gaulle's action might still be mounted. If other NATO countries had followed De Gaulle's example, NATO might have been left merely a multilateral alliance, without any structure. Its deterrent effect would surely have then been smaller; on the Diplomacy board, ten pieces in a single hand look stronger than ten pieces divided among four hands. If, on the other hand, the remaining countries clung tighter to the alliance, to offset the weakening effected by the distancing that France chose; then it might be argued that the wandering of China from Russia had permitted Europe a little slack, but France had taken all that slack up itself, leaving nothing for the others.

On the other hand (there always seems something more to say), it could be argued that the French action tended to lend reality to the American claim that the European countries had a large measure of freedom in deciding to join NATO.

By this time De Gaulle is dead, and Mao is dead, but the possibility that France is pairing itself with China is not incontrovertibly dead. Within the last few months, China has sidled back toward Russia by agreeing to a meeting between Deng and Gorbachev. France has sidled toward NATO by agreeing to a small mixed-manned force with Germany.

/Editor's Note: Actually, France has demonstrated on several occasions that her ties with the USA are still close (e.g. during the Cuban Missile Crisis France was the one major European power that gave unconditional support to the American position), although her inbred fear of Germany is (with reason) just as strong as Russia's historical

fear of China. The historical record shows clearly a pattern of friendship and cooperation between France and the United States. The even longer record of contact between Russia and China is filled with animosity and conflict. Neither is likely to be forgotten.



WHO IS THE MISSING PERSON?

AND WHY ARE THEY SMILING?

FIND OUT AT DIPCON XXII

THE ULTIMATE IN DIPLOMACY GAMING: ELECTRONIC MAIL

Steve Smith

Thought I would throw my two cents worth in since most of the articles I see in DIPLOMACY WORLD about Diplomacy via electronic mail seem to be written by someone who has never played PBEM or worse, has a computer phobia.

One of the best ways to play Diplomacy is via electronic mail. Anyone who has a computer and a modem can play. Play by Electronic Mail (PBEM) is much faster and more involved than play by mail; which many Diplomacy fans now enjoy. I personally find it more rewarding than I do face to face Diplomacy. In many of the FTF Diplomacy games which I have played, some of the players get fatigued after four or five hours and tend to lose interest if they aren't doing well. In addition, the game can be severely disrupted if someone has to go home half way through the game. And FTF Diplomacy assumes that you can find seven backstabbers in the first place. PBEM offers a solution to these drawbacks.

And there are numerous computer forums which have a section devoted to games like Diplomacy, but I still describe the one which I subscribe to, Compuserve Information Services (CIS). CIS is a computer information network which has about 500,000 subscribers and about 700 access numbers located throughout the nation.

At present, there are about 10 Diplomacy games being run on CIS. Deadlines tend to be every two weeks, though they speed up to once a week, if everyone playing agrees to the faster pace. This often happens about half way through the game. Games take about six months to play. The quality of play is high and should someone drop out, the position generally only suffers one NMR, as there is always someone standing by to take over. Contrary to some reports there are large amounts of press which adds a great deal of spice to the game.

Moves are due on Sunday at noon EST and reported Tuesday night via TAD. TAD stands for THE ARMCHAIR DIPLOMAT which is the weekly magazine. Ken Hill is the editor who has selflessly dedicated large amounts of time to the smooth operation of the forum.

For those of you unfamiliar with the way electronic mail works, here is a brief description. Every user has an account number and a password. The account number is public while the password is known only to the player. Only the owner of the password can post messages with the associated account number. On CIS there are two ways to send messages to someone else. All messages can be sent either publicly or privately. Messages are composed off line at one's leisure and then sent at the press of a key or two. Those messages which are sent publicly can be read by everyone visiting the Diplomacy sub-section. Those messages which are private can only be read by the person whose account number you have sent the message to. Messages are available to the recipient within 20 minutes of posting.

Costs are \$.25 a minute at 1200 or 2400 baud or \$.10 a minute at 300 baud. Currently, I am playing in three games and gamemastering another. I log on daily and my costs are about \$50.00 a month. You can play a good game without logging on nearly as often, though I would recommend twice a week if you hope to survive diplomatically. Accessing the system only twice a week should cost you somewhere around \$25.00 a month. Expect to spend a little more the first month as it takes a little time to become proficient.

How to join your friends and allies on Compuserve?

Obtain a Compuserve subscription packet from just about any computer software store. Cost is generally \$35.00 but includes about \$35.00 of credit for signing up. If you can't find a store selling the subscription packet you can call Compuserve at 1-800-848-8990. Follow the packet instructions to get yourself signed up.

Once on line, type "GO GAMES" from any prompt. Set your subsection to 5 by typ "ss5". This is the section devoted to the play of Diplomacy.

Leave us a message saying, hi, and we will get you going from there. To leave message, just type, "L" from the forum prompt and start typing away. When finish type "/EX" on a new line and then type "POST 5", which means post the message on s section 5. It is really quite simple. My account number is 71340.1001 and would l to see some of you join us in the ultimate in Diplomacy.

LOOKING TO START AN ARCHIVES?

I'm not going to move this stuff anymore...

I have eight boxes (Xerox paper size) of old Diplomacy magazines from about 19 to about 1985. They are for sale to the highest reasonable offer by 1 July, 1989 (any offer after 1 July, 1989, that covers shipping, if they haven't been sold already until such time as I move this fall or next spring, at which point they will be thrown out). They include GRAUSTARK, IMPASSABLE, LD, RUNESTONE, VOICE OF DOOM, WHY ME, et Specifically excluded are DIPLOMACY DIGEST, DIPLOMACY WORLD, EVERYTHING, EXPONENT, a TETRACUSPID (I'm holding on to those, but I would be willing to photocopy them at cost plus postage). The zines are in labelled hanging pendaflex - style folders. The boxes weigh about 30 pounds each. If you have any specific questions about whether I have a certain zine, shipping cost, or something else, call me at 617-894-0306, 1100 to 230 leave a message if I'm not home and I will call back; or write me at Rick Kovalcik, Milner St., Waltham, MA 02154.

Special consideration will be given to those who have been active in the hobby for a long time or those holding hobby office /providing a hobby service or those willing to come pick the boxes up in eastern Massachusetts; which will save me the trouble sealing them and dragging them to UPS. This is the perfect opportunity to add to start a serious set of hobby archives.

NEWS FROM THE MNC

Randy Grigsby, 93 St. Vincent St., RR #3, Barrie, Ontario, L4M 4S5, CANADA, is the new Miller Number Custodian (MNC). As such he keeps track of all hobby variant game just as the BNC keeps track of all regular Diplomacy games. We urge you to cooperate with his efforts.

The official publication of the MNC is ALPHA & OMEGA and the following item of interest appeared in issue #18, this past March.

For those of you who believe that the hobby is in serious trouble due to the lack of gamestarts, check out the following table. Since 1985 (the year of the Great Few gamestarts have been on the increase. So much so that the last two years have been banner years.

# of Game Starts	1981	1982	1983	1984	1985	1986	1987	1988
Variant	19	17	26	26	20	47	51	115
Regular	140	130	120	131	102	94	131	101
Total Game Starts	159	147	146	157	122	141	182	216

But what about the Melinda Ann Holley factor?

THE INDIAN'S SHIRT

- | | | | | |
|-------------------------|-----------------------|------------------------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| The Abyssinian Prince | The Crime Alliance | The President's Speech | _____ | _____ |
| Amazon | High Immorality | Self-Instant Replay | _____ | _____ |
| _____ | _____ | Shadowplay | _____ | _____ |
| At Your Service | Kermanshah's Panacea | Standard Deviation | _____ | _____ |
| Atrocities Exhibition | Ancient | Submarine Warfare | _____ | _____ |
| Backstreet | Meeting of Minds | Subliminatum | _____ | _____ |
| Best There, Done That | The Melinburg Herald | Thrust in Ear | _____ | _____ |
| The Billed Are | Melny | (Time) Lording It | _____ | _____ |
| CDD News | The Red Utopia | The 12th Fleet | _____ | _____ |
| Eretria | Notes from the Bunker | The Shipping Post | _____ | _____ |
| Extremism is Defense... | OPERABLE | _____ | _____ | _____ |
| The First Negotiator | Out to Pasture | _____ | _____ | _____ |
| Foot in Mouth | The Pocket General | _____ | _____ | _____ |
| Frump | The Popular Front | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
- (Blank spaces are for any I may have neglected to list.)

INSTRUCTIONS: The same as for the Zine Poll -- 0 to 10 scale. do not rate your own publications, etc.

31

Please list Cds alphabetically by surname, going down the columns. Duplicacy Cds only.

[illegible]

INSTRUCTIONS: You may rate any Diplomacy GM in whose postal game(s) you were a player at any time after August 1, 1988, and under whom you played for long enough to gain an objective assessment of his or her competence as a GM. Commentators may not rate themselves. Rate each GM by name, not by alias.

Again, the rating scale is from 0 (the pits) to 10 (outstanding). No fractions, please. Rate North American CMEs only, though any players living outside North America are welcome to participate.

CONTEST

The prize this year is a free year's subscription to a sine of the winner's choice, or \$5.00 cash. If you'd like to enter, fill out the following (print neatly):

Name _____ Phone (optional) _____
Address _____

The story is predicted all via the 1989 Runestone Poll is

Rules

1. You must vote in the Poll and correctly guess the winning line to be eligible for the prize.
2. The winner will be selected randomly from among all eligible entrants.
3. The entrant's name will be published in the Great Wall News.
4. The pollster and his assistant are not eligible to win.
5. The entrant will be notified and allowed, at his or her discretion, to choose the subscription of the cash prize.

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ANALYSIS, THE WORKS!!

Send this ballot to: Bruce Linsay, P.O. Box 1334, Albany, NY 12201 (USA)
or: Eric Brocius, 41 Hayward Street, Milford, MA 01757 (USA)
Deadlines will be about the end of June (probably). But please vote early.

TO GET THE FULL RESULTS: For main lists only (sines, subtitles, and CMs), check this space and enclose 50¢.

To get The Creas Shall Rise!, check this space _____ and please enclose a donation of \$3.00 or more. (See my blizzard self-piling in the bottom right.. this space _____ and enclose \$0.00.

Indicate one way in which you participate in the North American Diplomatic hobby

(sub to time III. play in game 1988YI, etc.)

Signatures _____
Print your name neatly _____

THE ENGLISH-GERMAN-RUSSIAN ALLIANCE: FOR RUSSIA

Mark Berch

At first glance, the notion of Russia wanting a triple alliance might seem a case of overkill. After all, Russia can sometimes accomplish more on her own something --- six supply centers in Winter 1901 --- that other Powers find difficult or impossible even with a good ally. But this alliance has a lot to offer Russia, even if it is short-lived.

Anglo-German alliances in 1901 are quite common. These can start with France or Russia as the first victim, or with both attacked at more or less the same time. If Russia can convert this alliance into an English-German-Russian alliance, or propose one right from the start, she can reap tremendous advantages at the very beginning of the game. Sweden will be uncontested, giving Russia the build. St. Petersburg will not be a security worry. Indeed, if there is a dire need for a build in the south, Russia may well decide to leave St. Petersburg open altogether. This would especially be true if Russia failed to gain Rumania. Russia would be able to allocate Army Moves to the south in Spring 1901. Germany's chances of gaining three builds in 1901 (always a worrisome possibility for Russia) would be nearly eliminated since Belgium would be expected to be either English, or subject to a standoff with France. England would be expected to build a fleet in Liverpool and/or a fleet in London, not an army in Edinburgh. And perhaps most important of all the German armies would be moving west, not east or at a standstill. That's a good sized list. Notice that even if the alliance only lasts two years, and England and Germany turn on Russia, all those advantages still accrue. For England and Germany to attack in 1903/2, major redeployment would be needed, especially by England; giving Russia further time. In short, this alliance gives Russia a significant number of advantages that come right at the start of the game; and success of the alliance will, at least initially, make Russia harder to attack by England and Germany.

What the alliance doesn't necessarily provide is direct assistance in Russia's first campaign. The normal form for this alliance will be for Russia to first attack Turkey, preferably in alliance with both Italy and Austria. The alliance with Italy is important to both to put naval pressure on Turkey, and to keep Italy from harassing France. If Italy participates in the attack on France, two problems result. France will go down faster, meaning that England and Germany will grow faster than Russia, which may give them ideas, especially if Russia is bogged down in the south. Secondly, Italy will become a more formidable opponent in the next phase of the game. Austrian participation is also desirable, since an Italian-Russian coalition versus an Austria-Turkish alliance is a fairly balanced contest, and resolution may have to await German entry into Tyrolia and Bohemia.

Assuming that France and Turkey have been dispatched, or virtually so, the game is ready for the second phase. England will try to force the Mediterranean, and Russia and Germany will take on Austria. Germany will again be operating with an ally, although she has the disadvantage of being in the middle. If Russia has taken Ankara, and Italy's participation in the war against France has been either late or non-existent, then both ends of the Italian-Austrian alliance will be unable to stop the naval attack. It is possible that an Italian-Austrian alliance will be unable to stop the naval attack. It is possible that Italy and Austria will be able to create a good army wall, but once the Ionian falls, the Balkans will also. Russia should be in a good end game position. With the three Turkish home supply centers as the essential southern anchor, a second northern fleet is all Russia will need to sew up the stalemate line, and in some cases, won't even need that. Germany's position will be much more exposed. Eliminating Germany for a two way draw will be a real option. Depending on what England has left in the north, even a German-Russian alliance against England would also be feasible, although this will probably require a very adventurous Germany. And finally, Russia

may well have the position to stab both England and Germany, and scramble for the win. This would likely entail taking both Norway and Naples, and a fast push through the Balkans toward Venice.

A second route for Russia is more difficult, and involves Austria as the first victim, rather than Turkey. This attack on Austria can be done with or without German help. The former is more likely. Indeed, the likely impetus for this is that Germany, for some reason, wants to attack Austria, and is looking for an ally. Or perhaps Russia, having set himself on the Russian-German-English alliance, can't seem to make a go of an alliance with Austria.

This plan presents a number of drawbacks. For Russia, the main problem is that in the second phase, she will have to take on a Turkey already strengthened by the fall of Austria, without help from his primary allies. She will probably get no help from Italy either, as Italy will be busy fending off the English fleets. Indeed, Germany may even want Russian help in attacking Italy through Tyrolia. Second, it will cramp Germany, whose armies will have no where to go except an awkward attack on Italy. Third, if Germany does participate in the early attack on Italy, that will lessen the army pressure on France, much to England's annoyance.

A third arrangement is to cut short the alliance after Turkey has been crushed by Austria and Russia. Here, Russia is talking up the alliance, but using it primarily to gain the short term advantages, those that accrue in 1901-1902. Here, Austria and Russia turn brutally on Germany, quite possibly even before the last Turkish center has been taken. It is probably best to invite England into the campaign only after the stab has occurred, since there is such a good chance that England would tip Germany off. This allows Russia almost all the advantages of the English-German-Russian alliance without any of the long term disadvantages. The role of Italy in this is a delicate one. If English help is deemed essential; then Russia cannot afford to have England feel threatened by Italian fleets. For this, a temporary phoney Italian-Austrian war may be needed --- perhaps a scrap over that last Turkish supply center. This will increase England's freedom of action navally, and reduce her fear of the emerging Austrian-Russian superpower. On the other hand, if English help is not really essential, or if Russia believes it to be unavailable anyhow; then there's no need for that. The game is then Italy, Austria, and Russia versus England and Germany. If there's anything left of France, she should be willing to throw in with the enemies of England and Germany.

The ability of Austria and Russia to move armies quickly into Germany should mean that Germany will go down pretty fast. This is especially true if Italy or even France can pounce on Germany's holdings in France --- Marseilles should be vulnerable. At this point, Russia's ability to build fleets in St. Petersburg will be the crucial variable. If Russia cannot do so, the game may turn on whether Italy can break through and take the Mid Atlantic. Russia still retains the option later in the game of allying with Italy to squeeze out Austria, who will eventually be spread over a rather large area once the German campaign is over and the allies push into France.

Finally, Russia needs to be on guard against an early termination of the English-German-Russian alliance by England and Germany. If the early campaign against France goes well, France may be willing to puppet as early as Fall 1902. This is particularly true if Italy turns on France in 1902, or if the allies succeed in taking Brest and either Paris or Marseilles in 1902. Fortified by their 1902 builds, they may decide that the triple alliance is of no further value. If Russia has not taken a center from Turkey in 1902 (a very common occurrence for Austria and Russia; especially if there is no Italian pressure on Turkey), a twelve or even eleven center English and German alliance may decide that a six center Russia, deployed in the south, should be dealt with immediately. Germany will have his fleet, his 1902 build, an army which never made it out of Germany in 1902, and quite possibly an army in Denmark, or available for Denmark. England will be able to move into the Skagerrak or Barents in Spring 1903. It would be a period of some danger for Russia.

But that's a worse case scenario. This alliance has a lot to offer Russia. If England and Germany seem to be getting along well in the early negotiations, Russia should try to invite herself in!

SEVEN SWITCHES

Mark Berch

So, you're ready to open another game. You and dozens of other gamemasters are looking for players. How are you going to attract attention to your game opening? And maybe you'd like to draw some people from outside your magazine. Your games are becoming bit inbred --- players keep seeing the same faces over and over again. And some fresh blood would boost circulation a bit as well. Or maybe you're tired of just running the same old game, but you don't want to fool with a variant. In short, you could use something different.

There's no rule that says you have to run the game the same way everybody else does. If you run the game differently, you may attract some different players. With a different procedure, your game openings can stand out. Even if your style of play only appeals to, say, ten percent of the hobby, if you're the only one offering such an opening; and they can find out about it, they'll have to come to you. And the variety may make gamemastering a little less routine.

Let's look at some changes --- some big and some small --- that you could try out. And remember, if worst comes to worst, and you can't fill the game, what have you really lost?

(1) Use very short deadlines. By this I mean two weeks, or even more dramatic ten day deadlines. You might think the limited amount of time for diplomacy would produce a game less interesting diplomatically, but that appears not to have been the case. Relatively few postal (as opposed to electronic mail or local telephone) games have been run this way. But those that were in BRUTUS BULLETIN about ten years ago seem to have been quite lively, and one of them, 1979E, was, judging from its end game statements a real classic. There are surely a significant number of players who would want to try a fast paced game. To make this work, you will need the capacity to mail the results the day after the deadline on a reliable basis. This could be done by flyer, with the results later appearing in the main magazine for others to see (that was the system in BRUTUS BULLETIN). To do this you will likely have to accept the responsibility of accepting phone orders in the evening prior to deadline. Obviously, some players will be relying on telephone use, so you should either have all players local to each other (a local game), or make sure that none of them are local, so there won't be "advantages," real or perceived, for some players over others. Such a game is likely to have fewer dropouts for two reasons. The faster pace will keep players' interest in the game at a higher level. The fact that such a game takes less "real time" gives outside-the-hobby factors less time to knock people out of the game.

(2) Curtail the right to change orders. This is an alternative method of speeding up the game. There is nothing sacred about the right to amend orders once submitted. Indeed, I have played in face to face games where we did not permit submitted orders to be altered, in order to keep the game rolling. The gamemaster would adjudicate the game as soon as the deadline arrived, or all seven orders arrived; whichever came first. A player thus could alter his orders, but only to the point where all the orders were in. This would then avoid the fairly common situation where a gamemaster, in essence, sits on a game for several days while nothing happens, and then frantically gets an issue out. Again, this would entail the gamemaster being willing and able to put the results out very quickly, for the same reasons. But shaving a few days off most seasons would start to add up, and during very slow parts of the game, or when the game is down to just three or four players, this savings could be significant. Since the purpose here is to save time, this would probably be done in conjunction with a shorter deadline, say, three weeks or possibly even two weeks. So far as I'm aware, only Charles Reinsel, in the 1960s and 1970s, ran such games.

(3) Use the Berch Continuation-of-Campaign Rule. This plan was described in some detail in the publishing and gamemastering handbook, ONCE UPON A DEADLINE --- there under the name WAP (War by Automatic Pilot), a name which hasn't proved popular. Basically, this is a method for preventing the first NMR (No Moves Received). The most commonly used

method is a telephone procedure called "NMR Protection," but many gamemasters have had problems with that. The way this works, if a player gets no orders in, he is credited with an NMR, and a stand-by is called for the next season. But for that season, instead of all units holding, the orders of the previous season are reused, verbatim. Some of these orders will be meaningless (e.g. successful move orders, since the piece will no longer be where it was. But successful supports, for example, will be available for a second season. In essence, if a player submits orders for, say Spring 1905, those orders will be considered as tentative orders for Fall 1905. This can be of great importance in preserving stalemate lines. These often must endure for many seasons on one side of the board while battles rage on the other. A single season's failure to provide routine support orders can produce disastrous effects. The procedure thus reduces the impact of NMRs, and if a new player takes over, she or he may get a position not so badly harmed. The BNC has ruled that such games are not irregular, so long as the procedure isn't done in a winter season. There are a few such games currently being run, and could appeal to players who have seen games ruined by a first NMR.

(4) Combine Winter with Fall rather than Spring. Almost every North American game uses the Winter & Spring combination, not Fall & Winter. But in Great Britain, it's the other way around. I don't know if any American-style games have ever been run there. Obviously, both systems are playable. So sharp is the difference in practice that in most cases, what little discussion that has taken place on the subject tends to come from writers on the "other" side of the Atlantic. The preference here is a matter of taste. In order to find players who would like to try Diplomacy in the British style, it would be best to have some discussion as to its advantages. In the British system, when you sit down to write your pre-spring letters, you know where all the pieces are. If you are England, you can write to friend France who built Fleet Marseilles, or enemy France who built Fleet Brest; but in the American style, you're not sure of which way to approach him. There is a certain clarity which comes from receiving an adjudication which leaves nothing unsettled. Of course, writing prophetic builds (and retreats) is a skill in itself, and players who fancy themselves good at that sort of thing may well prefer such a game, thinking it will give them a bit of an advantage. It is true that in British games, "No Builds Received," the use of the civil disorder rule to remove pieces in winter, and off-the-board retreats due to lack of retreat instructions are somewhat more common than here, because players forget to cover every contingency. A player who "thinks of everything" may well hope to gain an edge.

(5) No separate winters. A possible exception would be Winter 1901. But after that, no separations ever. This is another device for speeding up the game. As with the above variation, a player who is good at sorting out contingencies may like this format. Note that in the Fall & Winter combined system, there are no separate winter seasons anyhow, even in 1901!

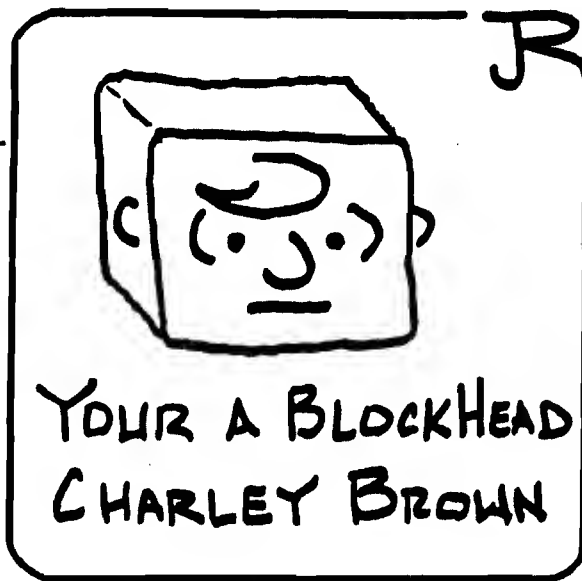
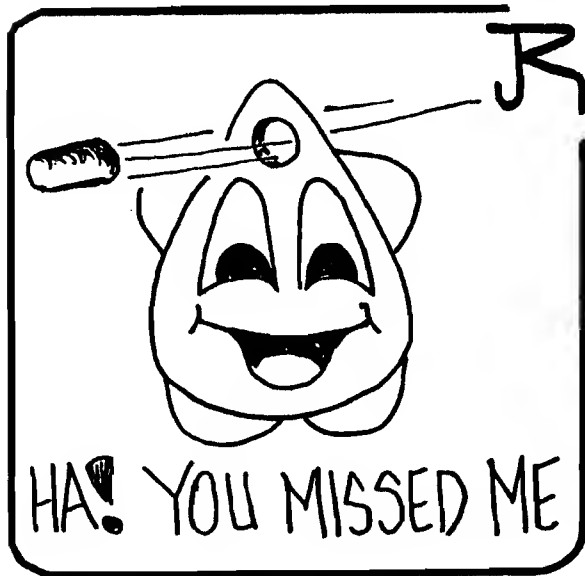
(6) Don't use standbys. Again, this is the British system, although I understand that some gamemasters there do use standbys, and there have been a few games here or there played in North America that way. This sort of game will appeal to people who feel that Diplomacy is a contest between seven people, not seven countries. Also, some people just don't like dealing with standbys and replacement players. And others want the improved chance of winning that barring replacement players will provide.

(7) Get rid of the draws. This is an idea I discussed in DIPLOMACY WORLD #47. Basically, if the game ends without a Rulebook winner, the player with the largest number of supply centers is crowned the winner. If two or more players are tied, then you go back for one year, looking only at the ones who had previously tied. If a tie remains, go back another season, etc. For purposes of calculation, subtract one unit from Russia's Winter 1901 holdings. The only way you can get a draw out of such a game is for the two players to grow in lockstep the entire game; which would be virtually impossible to arrange. Such a House Rule should change the game dynamics. Early game deals for two-way draws often become self-fulfilling prophecies, as players continue to make arrangements which make stabs more and more difficult. With this House Rule, both know that even if the alliance holds perfectly, one will be a winner and one will be a loser. As soon as one of them slips behind the other, he will be the loser unless he can later pull

ahead. Other players can destabilize the alliance by making sure one of the allies fall behind briefly.

Of these seven suggestions, it is probably the last one which would most profoundly influence the game. The BNC would probably call it irregular, and it's possible it would be treated as a variant (maybe both)! Still, so what? Any ratings master could still rate the game as if it were a draw. In that way the game could be rated as if it were not irregular. Or a ratings master could legitimately decide to call it a win, arguing that all players had agreed to this, and the normal rules of the game have been followed. Indeed, a case can even be made that this game does not violate the Rulebook, and hence is not irregular. Players are allowed to vote any outcome they like to the game. The House Rule can be treated as all players agreeing, in advance, to vote a win to the player with the most centers, etc., in the event that the game does not end in an eighteen center victory. Indeed, if a gamemaster wants to pursue this route, and thus increase his chance of the BNC not calling the game irregular, he should ask each player to sign a statement saying that he or she hereby irrevocably votes for a win for the player with the largest number of centers, with the tie-breaking provision. After all, if a game is stalemated players always do have the right to vote a win to one of the leaders. This way, they are doing it in advance. Even if the gamemaster doesn't go this route, I'd suggest that he get in writing from each player a statement that he understands and agrees to this House Rule.

DIPPY DOODLES



My Big Win Saturday Night

J. Eric Brosius

This is the story of my first big win in our Saturday night Diplomacy game. The idea was started by my friend Mark, but some parts I figured out myself.

Well, first you have to know that the game was at my house last week. I bought plenty of beer and soda pop, and I made a big sign for the bathroom door saying "Out of Order". Some of the boys didn't look too happy about it, but it didn't keep them from drinking. I got Russia, which I always hate because I have so many pieces to worry about at the start of the game.

I told France and Germany I'd help them wipe out England, and I told Turkey and Austria I'd get back to them in a couple of years. Our attack on England went okay, and I got Norway and Sweden, but those silly dogs Austria and Turkey attacked me right off in Spring, 1901! Then Italy attacked France and I wrote the wrong order for my fleet in Skagerrak, and pretty soon things were looking real bad. You'd think they'd know I didn't want to move my fleet to Norway, since I already owned that one!

I don't remember everything, but it wasn't long before I was down to two supply centers, since Turkey had taken all the rest. My ally Germany told me I should support my army in St. Petersburg with my fleet in Norway and we'd try to get a draw. That didn't seem too hard, since the boys were getting pretty jumpy and looking like they wished the game was over. By and by Turkey said he didn't think he could break through, and how about a draw?

When this happened I kept my mouth shut, and just asked if anybody wanted more to drink. Austria, Germany, and France said a draw was okay, and Italy had already gone home, and England really wanted to leave since he was already out of it but he had a ride with France, and so they all said okay, that's it. But I didn't say nothing, I just cleaned up the place a little bit.

As soon as they went out the door I jumped up and down with excitement, because I knew my plan had worked. You see, for the draw to count I had to agree to it, at least that's what my friend Mark says, and I didn't, and that was my idea. With all the other players gone, the next thing I did was write out my moves for the next turn. Well, actually, the next thing I did was take down the sign and use the bathroom, but after that I wrote my moves. I waited fifteen minutes, but none of the other players came back, so I moved all by myself.

As you can probably guess, it only took me about four or five hours and I soon had the eighteen supply centers I needed! The boys sure are in for a surprise when I tell them about my big win Saturday night!

RUSSIA: THE NORTHERN QUESTION

DAVID HOOD

In Spring 1901, Russia has four units. This is often pointed to, especially by relative novices, in defense of the proposition that Russia is the strongest country on the board at the beginning of a Diplomacy game. However, as old hands (and Old Farts) know, Russia's four units have about the same tactical strength as the three units of other starting Powers, since the four are spread over so many fronts.

The challenge for Russia is to manage its borders with other nations in such a way as to maximize the usefulness of its extra starting unit; while minimizing the possibility of attack. Many Russian players have failed in this mission. Why? Because they overcommit to the South, and consequently lose in the North.

Russian strategy often consists of committing everything South, in a campaign with Austria or Turkey against the other one. While there is nothing inherently wrong with this policy, its adherents often fail to realize that the biggest threat to Russia is from England and/or Germany, not from the East. I realize this seems counter-intuitive --- after all, most Diplomacy analysts consider Russia an Eastern Power rather than a Western Power. But Russia's unique position on both sides of the stalemate line necessitates strong Russian action in both Scandinavia and the Balkans. All too often Russia will make headway in the South, maybe taking Vienna and Budapest, or Constantinople and Ankara; while England and Germany pour into St.Petersburg, the Baltic, and Bothnia. Russia rarely goes very far in such a situation.

The solution to this dilemma lies, as usual, in negotiation. Russia must make friends with someone in the North right away, preferably Germany. The Kaiser holds the keys to Sweden for Russia, and shares the common border around Prussia and Silesia. England can sometimes prove to be a good ally, but the Norway and St.Petersburg question usually makes such an alliance shakey. The paradoxical thing about winning friends in the North is that it usually requires committing more than just the St.Petersburg fleet up there. That fleet can put pressure on Denmark or Norway, but somebody has to guard St.Petersburg!

So, here's my proposal for Russian growth and success.

(1) Be patient in the south. Committing all the white armies could spell defeat in the North. A protracted war between Austria and Turkey is not the end of the world. In fact, Russian expansion may sometimes be easier up North, anyway, so a Balkan slugfest may be just what the doctor ordered. Just get Rumania and sit tight, if necessary.

(2) Consider Army Moscow-St.Petersburg in Spring 1901. Sure, you might antagonize England by this, but it's my experience that Russia rarely gets along with England anyway. The idea here is to convince Germany that you are ready and willing to help in an attack on England. This is a better way to prevent the dreaded English-German alliance than simply using words. Germany will not stick its neck out without shows of support from Russia, of course. If you make Germany happy...Sweden. In the fall, Fleet Bothnia-Sweden, Army St.Petersburg-Finland sets up a build of Fleet St.Petersburg (north coast) and a very strong position against England.

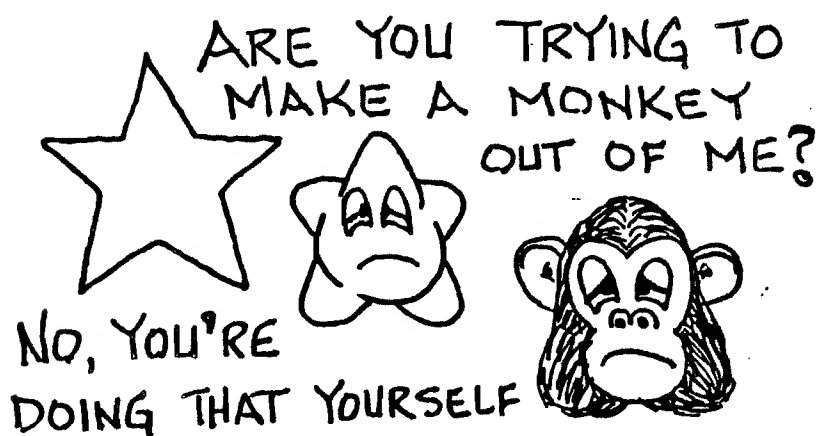
(3) Build equally on both fronts. Actually, units built in St.Petersburg can often enter the fray in the north much quicker than units built elsewhere for the southern campaign. And for some reason, building on different fronts helps create the illusion that you are less strong than you really are. Russia is often a target of the "Let's Get the Big Guy" approach to coalition-building, so an appearance of strength is something to be avoided as long as possible.

Deployment of forces on a variety of fronts is always an issue in Diplomacy, even when you are playing a Power that often has only one important front (e.g. Turkey). However, in Russia's case the choices about unit deployment becomes critical, not simply tangential, to success. There is almost always some sort of threat from the North

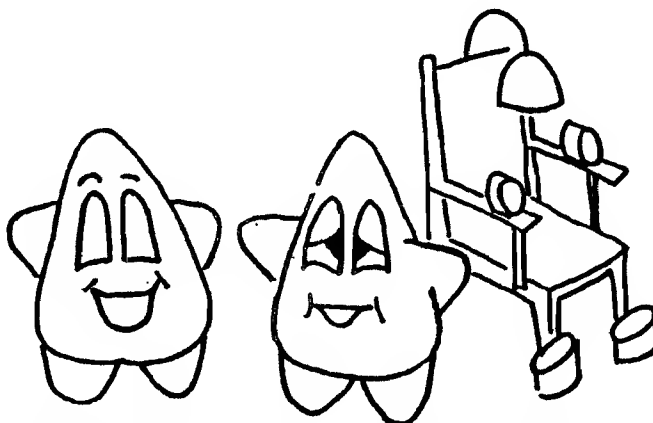
--- and many Russian players greatly underestimate the importance of that threat.

A caveat. It has been suggested (in Rod Walker's Gamer's Guide) that Russia can afford to lose St.Petersburg if they are content to be a southern power with three centers. This is especially true when St.Petersburg is occupied by a foreign fleet. St.Petersburg is on the other side of the stalemate line --- it's occupation does not necessarily mean doom. However, this can be exacerbated by many fleets entering the Gulf of Bothnia and Baltic. In addition, while it is true that Russia can often survive intact after total defeat in the North, this often shuts down their expansion to a snail's pace. The Balkans are always slow going --- if Russia does not get a lot of centers soon thereafter, they will likely face a threat in Prussia and Silesia or the Gulf of Bothnia and Livonia without enough units to mount an effective defense.

Just remember: playing Russia is like playing England and Turkey at the same time. You need a southern strategy and a northern one.



DIPPY DOODLES * JR



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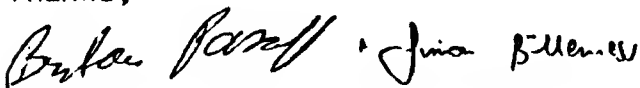
As I'm sure most of you already know, it has now become tradition to hold a charity appeal along with the Runestone Poll. Last year, it was for AIDS research. This year Simon and I have decided on the American Heart Association.

Now, I could bombard you with lots of statistics showing how many people die each year from heart disease. But I'm not going to do that. Statistics are just numbers, after all. Instead, I'm going to tell you why I insisted on doing the appeal for the American Heart Association. My father died of a heart attack at the age of 55. I was 19 years old. He never had the chance to meet Simon; never saw his daughter get married. And if we have children, he will never see them. I will never stop missing him.

The appeal will be run the same as last year. The deal is this: 1) Vote in the Runestone Poll; 2) Pledge a monetary amount for each vote cast. So, if 500 people voted, and you pledged 5 cents a vote, you'd owe \$25. Simple enough, right?

I need your pledge in by the end of June. Alternatively, you can send your pledge to Bruce Linsey, and he'll forward it to us. One more thing, this is Simon's and my last year doing the Appeal. By September, we'll both be doing our MBA's and we will not have enough time to devote to this. If nobody volunteers to take over for us, this will be the last Hobby Charity Appeal.

Thanks,



Barbara Passoff & Simon Billenness

=====

I, _____, PLEDGE TO DONATE _____ FOR EACH VOTE CAST IN THE 1989 RUNESTONE POLL. I UNDERSTAND THAT THE SUM TOTAL OF MY DONATION WILL GO TO THE AMERICAN HEART ASSOCIATION.

_____(SIGNATURE) _____(DATE)

_____(ADDRESS)

____PLEASE SEND ME A RECEIPT _____I WANT TO BE ANONYMOUS

It's that time of year again.... a little late but hey, better late than never. As some of you may or may not know, the delay in the 1989 PDORA was caused by my relocating to Pa. Please note my new address.

This year, I John Caruso will go it alone with the PDORA. Simon has bowed out due to other commitments. With his help the last 2 years, we managed to raise over \$1,000 for Dipdoms needy services. This year, going it alone, I'd like to take in more than last year. I realize without Simon's help that all of the workload will fall on me and subsequently, the amount raised may not exceed last years. Be that as it may, I'm going for it. Thankfully, there's a couple hundred dollars left over from last year, so the services shouldn't be effected. Remember tho, all I am is the worker. In order to raise ANY \$\$\$, we need you! Its with your help that the PDORA is a success.

OFFERS: The PDORA needs items to auction off. Some examples of things auctioned off in the past are game starts, subs, back issues to zines, records a video, photographs, stamps, coins, games, even personally crafted horoscopes and many many other items. Strange and unusual items are always welcome. But DON'T send the item to me, just what is available, a suggested minimum bid (if any), and any postage requirements. The cutoff date for supplying the info on the available item to me is MAY 14, 1989.

BIDS: When all the offers are in I will create a booklet and have it sent to all of those who request it, and ask pubbers to circulate it. People will be asked to send their "pledged" bids to me by July 21, 1989. DON'T send me money on the July 21 cutoff date. Only successful bids will be asked to send money.

MONEY: If your bid is successful, you will be asked to send money to me, John Caruso. After the money is rec'd, the donator will be notified, and given a reasonable amount of time, you should have the item you bid on approximately 1 month after you send in the money. Checks, money orders and postal money orders (made out in US dollars) are all acceptable. Cash is not advisable, given our USPS reliability.

DIVIDING THE FUNDS: As in the past, I will be using a committee of 5 people, geographically dispersed, to help in dividing the funds. THERE WILL BE NO FUNDS DEDUCTED FOR MY EXPENSES. These will all come out of my own pocket. Call it my personal contribution to the auction.

Any service out there (US or Canadian) which needs funding (donations) is eligible to apply. Applying doesn't guarantee funding, but if your service is a legitimate, viable one, your chances are excellent. In the past, Simon and I even accepted "non-legitimate" services requesting funding and left it up to the committee. That will again be the case this year.

In addition, in the past, Simon and I did not allow any polls to seek any funding (not that any asked- but they'd have been rejected outright if they had asked). This year, I'm changing that. I still (personally) don't believe polls should be subsidized by an auction trying to help services, but I'm willing to leave the final decision up to the committee. So any funding requests (within reason) from any poll will be accepted.

None of the committee members may receive any PDORA money for any services he/she may be running. Nor can I receive any funding from the PDORA for any services I may be running. (Running meaning actually running the job. Not a vice custodian, associate or successor to be)

PLUGS: Publicity is what makes the auction a success. I'm asking all publishers to please reprint this announcement, or simply mention it in your zine. And if anyone wants a copy of the booklet and they don't want to take the chance that their favorite zine may not publish it, just send a SASE to me and I'll make sure you have 1 in your hot little hands.

JOHN CARUSO 636 Astor St Norristown, Pa. 19401

Take care and have fun....



KREMLIN

Being America's favorite publisher of sophisticated simulations for discerning game players means never resting on your laurels. We are always looking for innovative quality designs the world over. **KREMLIN** comes to us from Europe as the winner of Germany's *Game of the Year* accolades at the Essen Toy Fair. It is ironic that a game which pokes so much fun at the Russians should originate in Switzerland, a country renowned for its neutrality in matters political. Designer Urs Hostettler has combined elements of wit, subterfuge and chance to craft a delightfully-simple game of skill with the outcome seemingly always in doubt.

This is an elegant game with the sophistication inherent in the design. A simple 4-page rulebook explains how to play the basic game, preparing you for your first game in a matter of minutes. The 26 politician cards are dealt into various positions on the board—only eight of which are the all-powerful Politburo posts. Each player secretly records his allotment of influence to ten of those politicians and the game begins. The player with the most *declared* influence on a politician controls him. The object is to be the player controlling an effective Party Chief for three years—so the game is one of political maneuvering to get your man to the top and keep him there.

Simple? Yes, this "King of the Hill" format is the very essence of simplicity, but the actual applications of its strategy can be dazzling. The Party Chief occupies only one of eight Politburo slots. The other seven are arrayed in pyramid fashion beneath him—all with unique powers in the governing process. Individually, none are as powerful as the Party Chief, but he can't remain in power without their support or, at least, neutrality (and it is rare for one player to control them all or even a simple majority). Moreover—and this is where the design is truly ingenious—it is impossible to tell who controls who. Although players must show the highest number of any Influence Points declared on a politician to currently control his actions, doing so marks that politician as being in your camp and makes him a target. Conversely, not doing so, conceals your interest but allows others to dictate his actions. Thus, each player is constantly confronted with a "Catch 22" situation . . . relegating the game to an exquisite test of timing. Bluff and counterbluff; conceal your intentions until they are too far advanced to stop. Then, at the right moment, declare your influence and seize control. There are few greater pleasures in gaming than redirecting a purge attempt by unexpectedly declaring control of the KGB, announcing a change of venue and raising allegations of grave concern against the former Comrades previously associated with the aborted purge. The smirks and frowns around the table invariably exchange ownership immediately.

Each politician pays a price for his actions in the accumulation of stress which literally ages him before your eyes. Even the most powerful politician can be laid low by a stroke during the annual health check. This, coupled with turnover from purges and denouncements, keeps the Politburo in a constant state of flux. The result is a delightful hour of quick-playing intrigue, double-crossing and one-way tours of Siberia for any group of three to six ruthless players. **KREMLIN** provides a welcome change of pace for serious gamers and a fast and amusing introduction to simulation games for the uninitiated.

KREMLIN is available for \$20 at leading game stores. If unable to locate it in your area, you may order direct from **The Avalon Hill Game Company**, 4617 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canada and Mexico, 30% for overseas) Maryland residents please add 5% state sales tax. Those with a major credit card may call **Toll Free 1-800-638-9292** to place their order.



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD 21214 ★ (301) 254-9200